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26

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**Games
To Be
Won
Inside!**

**ISS '99!
Metroid!
All The
Hottest
News!**

MAGAZINE

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**STAR
WARS**

EPISODE 1 RACER

RUGRATS

**WWF
ATTITUDE**

SHADOWMAN

Dead cool. Dead hard. Just plain dead! He's the new N64 horror hero!

isttd
PAGE 27 **ARMORINES**
PAGE 28 **HYBRID HEAVEN**
PAGE 32 **RAYMAN 2**



64 magazine • issue 26

shadowman

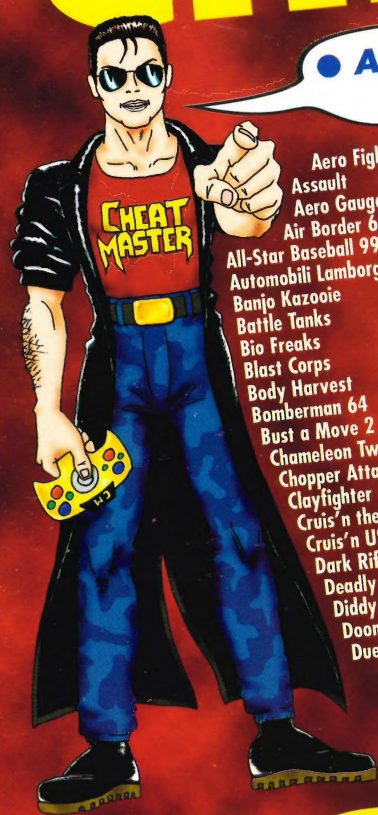
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N64, PLAYSTATION & PC

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Bio Frenks
Blast Corps
Body Harvest
Bomberman 64
Bust a Move 2
Chameleon Twist
Chopper Attack
Clayfighter 64
Cruis'n the World
Cruis'n USA
Dark Rift
Deadly Arts
Diddy Kong Racing
Doom 64
Duel Heroes

Duke Nukem 64
Extreme G 1 & 2
F1 Pole Position
F1 World Grand Prix
FIFA 64 & 98
Fighters Destiny
Flying Dragon
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Magical Tetris Challenge
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Milo's Astro Lanes
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Mario Party
Mike Piazza's Strike Zone
Mischief Makers
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Mortal Kombat 4
Mortal Kombat: SubZero
Mortal Kombat: Trilogy
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Mystical Ninja: Starring Goemon
Nagano Olympic Hockey
Nagano Winter Olympics 98
Nascar Racing 99
NBA Courtside
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NFL Quarterback Club 99
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Star Soldier
Star Wars: Rogue Squadron
Super Mario

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64

MAGAZINE

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Zelda 64



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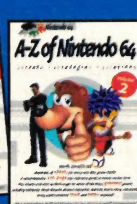


Diddy Kong Racing



F-1 World Grand Prix

THE BOOKS



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64

MAGAZINE

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STAR WARS
EPISODE 1 RACER

RUGRATS
WWF
ATTITUDE

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Dead cool. Dead hard. Just plain dead! He's the new N64 horror hero!

ARMORINES
HYBRID HEAVEN
RAYMAN 2

Games To Be Won Inside!

ISS '99! Metroid! All The Hottest News!

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subscribe!



Issue 26

64 COOL

MAGAZINE



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Shadowman

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With noses that size, it must be a nightmare when they get colds!



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CALIFORNIA SPEED

It's the follow-up to the *Cruis'n* series of games. Still your beating heart.



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It took us months to get hold of it, but the review is finally here. Is 3Do's debut game a Chieftan or a Sherman?



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RAMPAGE UNIVERSAL TOUR

Dear god in heaven, they've dragged out another one.



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It's *Michael Owen's Soccer* – better get in the crisps!

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Not *Starship Troopers*, honest.

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The cream of your letters to us, without the slops.

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About as accurate as tarot cards, tea leaves and Russell Grant.

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Racing Simulation: Monaco Grand Prix

Track maps, team info and no Murray Walker – it's everything you want!

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Vigilante 8

Lay down a little suppressing fire with the first part of our mapped guide!



LIK UPDATE

RUSH 2

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Return of the gravity-defying racers!



60

TWISTED EDGE SNOWBOARDING

Can we get away with a 'piste' joke again? No? Huh. Okay, it's a snowboarding game.



EDITORIAL

Nightmare issue, sheer nightmare. Not only was there the *Star Wars: Episode 1 Racer* fiasco (see right), where LucasArts decided to take their own sweet time before announcing they weren't going to let magazines print any screenshots after all (after we'd allocated several pages to the game, of course) but one feature and one game didn't show up until the day of the print deadline, and our mega-expensive print thingy ran out of chemicals. As did the staff (joke... or is it?). It's just been one of those months that never seemed to end. And we had to work over the Easter bank holiday, dammit.

But thankfully, there's light at the end of the tunnel. Pity it didn't illuminate us this month, but you can't have everything. As you can see on our Gamewatch page a bit further on, the number of N64 games planned for release has risen dramatically, and while there's a lot of obvious filler and year-late ports of PlayStation games, there are also plenty of new, N64-only titles that have a lot of potential.

To everyone's relief, Nintendo finally seems to have got its head back around the idea of making games for an international market instead of just churning out endless *Pocket Monsters* titles. While *Metroid* and the mysterious *Revolver* don't exactly represent a flood of games, it's reassuring that Nintendo hasn't completely wiped 'proper' videogames from its corporate mind during the post-*Zelda* period.

Now all we have to do is hope that there'll actually be some decent new games up for review next issue! It'd certainly make a nice change...

Andy McDermott, Editor

the 64 showcase

news
peripherals
rumours • hot
items of interest



USE THE FARCE!

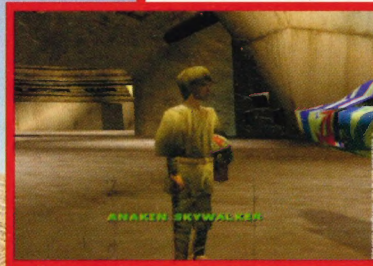
Only Internet users allowed to see new game

Star Wars, eh? Bet you can't wait to see the new film, and the games based on it. Nor can we. Problem is, George Lucas is going to force us to.

Shots from the new game, *Star Wars: Episode 1 Racer*, appeared on the Internet by the dozen a couple of weeks before the magazine had to go to press, along with a stern warning from LucasArts that using N64 shots from the Net without authorisation would result in stern action by the Dark Side, ie lawyers. Fortunately, new N64 shots were promised soon. Nintendo itself was expecting a bundle of screenshots to dish out to hungry magazines.



▲ "They've got potato wedges at McDonalds!"



▲ A young lad who's going to end up causing no end of trouble.

▲ Annikin's pod – the driver sits in the little bit at the back while two big-ass engines haul him around.

So we waited. And waited. And then, on the day we were supposed to send the mag to the printer (and a week after our cover had already gone), Nintendo discovered, much to their own annoyance, that LucasArts had slapped an embargo on all N64 print shots. Until 23 May. Arse!

So, a rather stupid situation exists where if you've got Internet access you can ogle *Episode 1 Racer* screenshots until your eyeballs burst, but if, like most people, you rely on magazines like this one you can't see jack. All we can show you are these PC press shots from the LucasArts web site, and summarise the text that we'd already written for a preview. Take it away, Darth...

Star Wars: Episode 1 Racer (aka *Star Wars: Pod Racer*) is a racing game, as you've probably figured out. The pods themselves are made up of three parts –



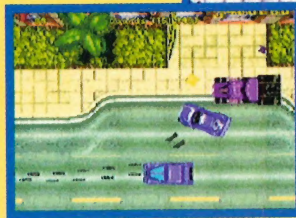
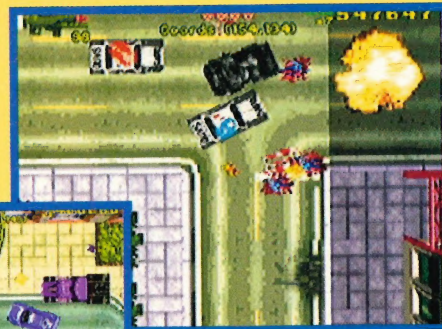
IT'S A STEAL!

N64 Grand Theft Auto?

Ever felt like dragging a motorist from behind the wheel, stealing his car and driving off in a metal-bending orgy of destruction? Soon, you'll be able to recreate a typical day in Manchester on your N64!

The controversial PlayStation/PC game *Grand Theft Auto* has finally been given the N64 go-ahead by Nintendo. Contrary to what has been said on the Internet, it isn't being developed by the game's original creators, DMA Design. Take 2's Rockstar label will be handing the programming chores to another developer, although at the time of writing one hadn't been named.

Grand Theft Auto is expected to appear this autumn. How much of the original's violence (running over Hare Krishnas was actively encouraged), drug dealing and swearing Nintendo will allow remains to be seen...



▲ People kept dropping their strawberry Pop Tarts on the road. They're just too hot!

a hovering, landspeeder-like capsule that contains the cockpit, and two huge engines. The only thing holding the three independently-moving sections together are magnetic force beams. The pods are steered by changing the thrust from each engine, but the engines themselves are prone to overheating and highly susceptible to damage.

Racer's action is spread over eight planets, with as many as three different tracks on each world. The tracks themselves are huge, some stretching for the game equivalent of over 40 miles! At 600 mph, though, it's still not going to take long to complete a lap.

Players can choose from over 20 different racers, including the future Darth Vader himself, although some of the exotic characters are locked at first. There's a heavy emphasis on customising your pod, either by buying new parts with the money earned from winning races, or getting used (and potentially duff) parts from salvage yards. You can also buy droids to act as your pit crew. Now, which bleeping little fellow will young Anakin choose?

Because of the size and complexity of the circuits, as well as the problems of keeping track of the physics of vehicles made up of three independent sections, *Star Wars: Episode 1 Racer* will only support two people in multiplayer mode. However, it will also support the Expansion Pak and hi-res graphics as compensation, and looks as though it'll be coming on a *Zelda*-sized 256Mbit cartridge. With a street date of 2 July, two weeks before *The Phantom Menace* opens in the UK, you'll be able to get in lots of practice just in time for the real thing!

Samus Always

Nintendo confirms Metroid game - at last!

It's the usual Nintendo routine. Deny you're working on a game that everybody knows is a dead cert to appear, then casually confirm it when everyone's least expecting it!

The latest title to get the, "Oh yeah, we *are* making it," treatment is a new version of *Metroid*. Rumours have been circulating about the game for literally years, with a Nintendo programmer accidentally letting slip he was working on it a few months back, prompting Nintendo to issue an immediate denial.

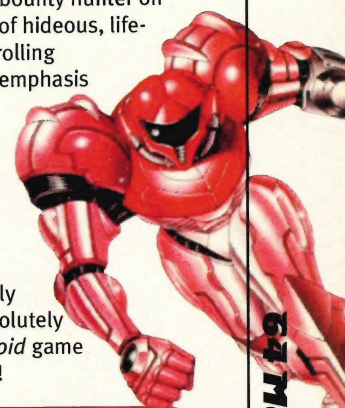


However, none other than Nintendo's god of games, Shigeru Miyamoto, has now confirmed that a new *Metroid* game is indeed being developed at Nintendo's

headquarters in Kyoto, Japan. It's highly probable that it will use the same 3-D engine as *Zelda*, and take a similar action/puzzle route.

For the uninitiated, the previous *Metroid* games (on NES, SNES and Game Boy) starred futuristic babe-in-battle-armour Samus Aran as a bounty hunter on the trail of the Metroids, a race of hideous, life-sucking aliens. All were side-scrolling platform games, but with more emphasis on solving problems and using the huge array of ultra-cool power-ups in Samus' suit than hopping from platform to platform. And you get to blow stuff up real good too.

Miyamoto is overseeing development rather than actually leading it, and there's been absolutely no word on when the new *Metroid* game will appear. Let's hope it's soon!



Bullet From A Gun

MYSTERY NINTENDO RACER DUE IN NOVEMBER!

What madness is this? A new game from Nintendo? You don't see that every day!

Scanning Nintendo's latest UK release schedule, we spotted a title we hadn't seen before - *Revolver*. The company has got high hopes for it, since it's

already been given a triple-A rating (industry-speak for 'really rather good'), but is it actually a Nintendo game, or are they just distributing it for someone else? We gave Nintendo a call, and they confirmed that *Revolver* is indeed a first-party Nintendo game! It's been a while...

Apart from that, though, they didn't have a lot of information. So here's what we know about *Revolver* so far: it's a racing game, it's due out in November and, er, that's it. But remember, you heard the name here first, and when we have more info you'll be the first to know!

GBs Take Control



GAME BOY CONNECTION ON THE WAY

At the March Game Developers' Conference in California, Nintendo's game design guru Shigeru Miyamoto gave a lecture about his approach to game design. During the lecture, he said that, at the moment, Nintendo was *not* working on a sequel to *Zelda*. Boo! However, he did mention something unexpected.

In Miyamoto's words, Nintendo is currently developing, "A new system, in which the Game Boy can be used as a controller for the N64". The company has already come up with the 64GB, which lets the N64 take data from Game Boy cartridges (although it's limited to the various *Pocket Monsters* games). This was mentioned in connection with the *Talent Maker* 'game', which will now be able to use images taken with a Game Boy Camera.

It sounds as though Nintendo is planning to take on gadgets like Sony's PocketStation and Sega's VMS by connecting the N64 directly to one or more Game Boys. The most obvious use would be for sports and strategy games, allowing players to enter moves secretly on their Game Boys without other players seeing what they're up to. Nintendo almost certainly has other, more imaginative, ideas!

NEWS NUGGETS

SUCKERS – New software company Sucker Punch has announced an N64 platformer called *Sprocket... GO HYPER* – Kemco is following *Top Gear Overdrive* (ugh) with *Top Gear Hyperbike... MIKED UP* – Microphone *Pokemon* game *Pikachu Genki Dechu* is coming to us later this year...

HI-RESIDENT EVIL

All the gore and more for N64!

More of the gory details you've been waiting for have emerged about the N64 version of *Resident Evil 2*.

Firstly, it'll be uncensored, so all the flesh-ripping zombie action that featured in the PlayStation game will be here too. If you're a wuss, the N64 game allows you to tone down the gore (to nothing, if you want) or change the colour of the blood to something less ketchupy.

Secondly, it'll be in hi-res. At the moment, it seems as though you'll be able to play in hi-res without an Expansion Pak. This probably means that the cart itself is going to be at least *Zelda*-sized, as there are a lot of locations.

Thirdly, there are some extra, N64-exclusive features. As well as hidden extras like new costumes for the characters, there's also a randomiser function that can be used after the game has been completed for the first time. This scatters the items you need



in random locations around the police station, adding extra playability.

Resident Evil 2 will probably be making its first public appearance at the American E3 show in May. We'll bring you all the gore then!



▲ The Beverley Sisters hadn't aged well.

Pro Choice (CHEAP(ER) GAMES AT LAST!



Good news for the strapped of cash. Nintendo has announced the launch of a range of 'mid-price' (their words) games at the reasonably wallet-friendly £29.99 mark.

Initially, there will be five games in the new Players' Choice range – *F-1 World Grand Prix*, *Mario Kart 64*, *Snowboard Kids*, *Lylat Wars* and *Wave Race*. More games will re-appear at the lower price later in the year. It's a pity Nintendo didn't go the whole hog and put them down to £19.99 to compete with Sony's Platinum range, but if these are 'mid-price', maybe a genuine budget range is on the way.



COMING SOON FROM PARAGON PUBLISHING...

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A massive collection of tricks, tactics, mapped walkthroughs and guides to all the leading Nintendo 64 games, including *Banjo-Kazooie*, *Goldeneye*, *Mission: Impossible*, *Forsaken*, *Lylat Wars*, *Super Mario 64* and *Diddy Kong Racing* to name but a few! Comes free with a Nintendo 64 memory card worth £10!



GAME BOY COLOR MAGAZINE

Issue 2 ISSN: 1464-5904
If you've got a Game Boy Color, this is the magazine for you! Totally dedicated to Nintendo's colour hand-held, *Total Games Guide To Game Boy Color* is just £1.95 and has definitive reviews, game guides and cheats for all the great new Game Boy Color games. Issue 2 is on sale now – make sure you get yourself a copy quickly, as they'll sell out fast!



64 SOLUTIONS

Issue 10 ISSN: 1369-7064
Absolutely packed with cheats, tips and guides, *64 Solutions* is the best-selling N64 tips magazine in Britain, if not the world! Issue 10 features in-depth guides to *Zelda*, *Rogue Squadron*, *South Park* and *Body Harvest*, as well as a complete list of just about every cheat ever discovered for N64 games! You really can't afford to miss a single copy!



LOOK! LOONEY!

Looney Tunes Micro-Blowout

Want to see a few new shots from Infogrames' upcoming Looney Tunes games? Here you go! Take your pick from *Tazmanian Express* (on the left), or *Looney Tunes: Space Race* (on the right). Don't say we never do anything for you!



Metal Canned

Disappointingly, DMA Design's follow-up to *Silicon Valley* and *Body Harvest*, the sci-fi tank shoot-'em-up *Wild Metal Country*, has been cancelled.

Although the game is still a goer on the PC, a DMA spokesman said that the game's complicated physics and control method were too much for the N64 to handle.



GIZMOS & GADGETS

South Park Toys!

Hot on the heels of the *South Park* game comes a range of gadgets from Antics to keep you amused at school or work. First in the range are *South Park* deskmates and vocalisers.

The deskmates are pen-holders which feature 3-D models of Cartman, Kyle, Kenny or Stan and come out with a number of choice phrases when they're picked up. The vocalisers feature the same characters and offer various *South Park*-style insults allowing you to offend all your friends without even opening your mouth! The deskmates retail at around £8.99 while the vocalisers should set you back about £5.99 – track them down at branches of Virgin, Beatties, Savacentre and other good toy stores.



Turok Goes Tiny!

That time-travelling Indian Turok is now starring in a new hand-held game! The style of play is basically endurance as Turok finds himself under attack by multiple enemies over four LCD levels. While it's not got quite the excitement you'd expect from the N64 game this portable version should keep *Turok* fans amused when travelling and at £9.99 it's certainly cheaper than the console version – although for a hand-held game this thing is pretty damn big! To find out where you can get your hands on a portable Turok, call Playmates on (0116) 282 3500.



SHOWCASE

64
MAGAZINE

64 MAGAZINE CHARTS

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GAME

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Chart Comment

Quite a bit of change in the N64 charts this month, as a batch of new titles arrive and are snapped up by gamers eager to play *anything*, just so long as it's new! Fortunately, most of the new games aren't bad at all. *FIFA* hitting the top slot was no real surprise, though *Mario Party* did better than expected – a meagre 10,000 units were brought into the UK, so they must all have sold straight away. 64 MAGAZINE fave *Vigilante 8* is also new on the scene. With the arrival of the £29.99 Players' Choice range on April 23, expect next month's charts to see some older games making a strong resurgence – especially the newly bargain-priced *F-1 World Grand Prix*!

THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	-	FIFA '99	EA Sports	91%
2	3	Star Wars: Rogue Squadron	Nintendo	92%
3	1	South Park	Acclaim	73%
4	2	The Legend Of Zelda	Nintendo	98%
5	-	Mario Party	Nintendo	80%
6	-	Vigilante 8	Activision	90%
7	7	WCW/NWO Revenge	THQ	87%
8	5	Virtual Pool	Interplay	84%
9	6	Turok 2: Seeds Of Evil	Acclaim	90%
10	8	Mario Kart 64	Nintendo	78%
11	7	1080° Snowboarding	Nintendo	82%
12	14	F-1 World Grand Prix	Nintendo	94%
13	9	Banjo-Kazooie	Nintendo	95%
14	10	V-Rally	Infogrames	69%
15	20	Goldeneye	Nintendo	95%
16	19	F-Zero X	Nintendo	90%
17	16	Gex	GT	80%
18	13	Diddy Kong Racing	Nintendo	86%
19	-	Yoshi's Story	Nintendo	79%
20	-	Super Mario 64	Nintendo	92%

WIN
£50

You can win a £50 voucher to spend at your local GAME shop – that's more than enough for *Goldeneye*, *Mario* or *Banjo-Kazooie*! All you have to do is use your powers of divination to predict the top three games in next issue's chart and send your predictions ON A POSTCARD! to Chart Compo, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS!

WORTH OF GAME VOUCHERS

Gamewatch

Well blimey O'Reilly – for the first time ever, there are enough upcoming N64 releases to fill a complete page! Who says the N64 is short of games? Admittedly, it would be good if some of them would appear *now* so we could fill up the magazine, but you can't have everything...

Gamewatch is produced in association with Department 1. All the UK releases are highlighted in yellow for ease of spotting, to end those 'when-can-I-get-that-oh-probably-never' blues!

• Release dates are subject to change without notice. It's the nature of the beast!

In association with
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APRIL-MAY

A Bug's Life	US	May
Beetle Adventure Racing	UK	Apr
Castlevania 64	UK	May
Gauntlet Legends	US	May 25
Goemon's Great Adventure	US	May
Ken Griffey Jr Slugfest	US	May 10
Shadowgate 64	UK	May
Smash Brothers	US	Apr 26
Snowboard Kids 2	UK	Apr
Triple Play 2000	US	Apr
Superman	US	May 25

JUNE

Airboardin' USA	US	Jun
Assault	UK	Jun
Charlie Blast's Challenge	UK	Jun
Command And Conquer 64	US	Jun 28
Earthworm Jim 3D	US	Jun
F-1 World Grand Prix 2	UK	Jun 04
Harrier 2001	US	Jun
Hybrid Heaven	UK	Jun
Hybrid Heaven	US	Jun 20
Lode Runner	UK	Jun 30
Looney Tunes: Space Race	US	Jun 20
Michael Owen's Soccer	UK	Jun
Pokemon Snap	US	Jun
Quake 2	US	Jun 02
Rat Attack	US	Jun 20
Superman	UK	Jun
Tonic Trouble	US	Jun 20
World Driver Championship	US	Jun

JULY ONWARDS

4x4 Mud Monsters	US	Jul
Army Men: Sarge's Heroes	US	Nov
Battletanx 2	US	Dec
Caesar's Palace	US	Aug 02
Command And Conquer 64	UK	Aug
Daikatana	UK	Nov
DethKarz	UK	Oct
DethKarz	US	Oct
Donkey Kong 64	UK	Dec
Duke Nukem: Zero Hour	UK	Jul
Gauntlet Legends	US	Sep 22
Hydro Thunder	US	Oct
Jet Force Gemini	UK	Jul
Lego Racers	UK	Jul

Lego Racers	US	Jul
Mario Golf	UK	Oct
New Tetris	UK	Jul
Ogre Battle 3	UK	Sep
Perfect Dark	UK	Sep
Rainbow Six	US	Nov
Re-Volt	UK	Aug
Revolver	UK	Nov
Roadsters	UK	Sep
Shadowgate Rising	UK	Nov
Shadowman	UK	Sep
Shadowman	US	Aug 20
Star Wars Racer	UK	Jul 02
Top Gear Hyperbike	UK	Nov
Top Gear Rally 2	UK	Oct
Vigilante 8: Second Offense	US	Sep
WWF Attitude	US	Jul 06

DATE TO BE CONFIRMED

3Sixty	US	TBC
40 Winks	UK	TBC
Airport Inc	UK	TBC
Alien Saga	US	TBC
Animanics Ten Pin Alley	US	TBC
Asteroids	UK	TBC
Banjo-Tooie	UK	TBC
Battlezone	US	TBC
Blues Brothers 2000	UK	TBC
Daikatana	US	TBC
Derby Stallion 64	Jap	TBC
Die Hard	US	TBC
Dragon Sword	UK	TBC
Duck Dodgers	US	TBC
Duke Nukem: Zero Hour	UK	TBC
Earthworm Jim 3D	UK	TBC
Extreme Sports 64	UK	TBC
FIA Formula 1	UK	TBC
Fire Emblem 64	Jap	TBC
F-Zero Xpansion (64DD)	Jap	TBC
Getter Love!	Jap	TBC
Gex 3: Deep Cover Gekko	US	TBC
Ghouls & Ghosts	Jap	TBC
Goemon's Great Adventure	UK	TBC
Harvest Moon	UK	TBC
Hercules	US	TBC
Jeff Gordon XS Racing	US	TBC
Jest	UK	TBC
Jungle Bots	US	TBC
Jungle Emperor Leo	Jap	TBC
Looney Tunes: Space Race	UK	TBC

Magic Flute	Jap	TBC
Mario Artist series (64DD)	Jap	TBC
Mario Golf	Jap	TBC
Metal Gear Solid	Jap	TBC
Mini Racers	UK	TBC
Mortal Kombat: Special Forces	US	TBC
Mother 3	Jap	TBC
Neon Genesis Evangelion	Jap	TBC
NFL Blitz 2000	US	TBC
Nuclear Strike	UK	TBC
ODT	UK	TBC
Ogre Battle 3	Jap	TBC
Pocket Monsters Stadium 2	Jap	TBC
Puma Street Soccer	UK	TBC
Quake 2	UK	TBC
Quest 2	US	TBC
Rayman 2	UK	TBC
Resident Evil 2/Biohazard 2	Jap	TBC
Rev Limit	UK	TBC
Road Rash 64	UK	TBC
Rollerball	US	TBC
Ronaldo Soccer	UK	TBC
Sim City 2000	UK	TBC
Sim City 64 (64DD)	Jap	TBC
Smash Brothers	UK	TBC
South Park 2	US	TBC
Space Invaders	US	TBC
Spooky	US	TBC
Starcraft	Jap	TBC
Star Wars: The Phantom Menace	UK	TBC
Sydney Olympics 2000	US	TBC
Tazmanian Express	US	TBC
Tetris 64	UK	TBC
Thornado	US	TBC
Thrasher: Skate And Destroy	US	TBC
Tonic Trouble	UK	TBC
Top Gun	US	TBC
Turok Arena	US	TBC
Turok 3: Oblivion	US	TBC
Twelve Tales: Conker 64	UK	TBC
Twelve Tales: Conker 64	US	TBC
Ura-Zelda (64DD)	Jap	TBC
Velocity	US	TBC
War: Final Assault	US	TBC
Wetrix 2	UK	TBC
Wild Metal Country	UK	TBC
Win Back	UK	TBC
Winback	Jap	TBC
Worms Armageddon	US	TBC
WWF 2000	US	TBC
Xena: Warrior Princess	US	TBC



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Easing Stiffness

Dear 64 MAGAZINE,

I read not long ago that some people are having trouble with their controllers, the analogue stick getting stiff, bumpy and difficult to move.

Well, I have got the perfect cure for that. All you need to do is put a small amount of talcum powder around the area where the analogue stick is, then swivel the stick around in a circular motion until most of the talc disappears, and blow away any excess powder.

I got this idea because I knew that people put talcum powder along the splits in floorboards to stop the creaking noise when you stand on it. I tried it, and it works a treat!

Craig Thompson, Spilsby



More handy home help hints from your friendly neighbourhood 64 MAGAZINE. Next issue, how to turn broken controllers into a fabulous draught excluder!

Emulators: Just Say No

Dear 64 MAGAZINE,

I am a software developer for the PC. I am writing to you in the hopes that you can clear something up about the future of Nintendo. Is there one?

I am a subscriber to your magazine, and seeing the article on the *UltraHLE* N64 emulator shocked me. I understand that the creators have stopped development of this piece of software, and that they started it, thinking it would be legitimate. However, they may have stopped, but I can tell you for a fact that those who got the emulator haven't. After reading your article, I decided to investigate further. An investigation which



▲ Mario 64: emulated, hence EEEEEVILL!!!

STAR PRIZE

The star letter each issue wins all this N64 stuff! What more incentive do you need?



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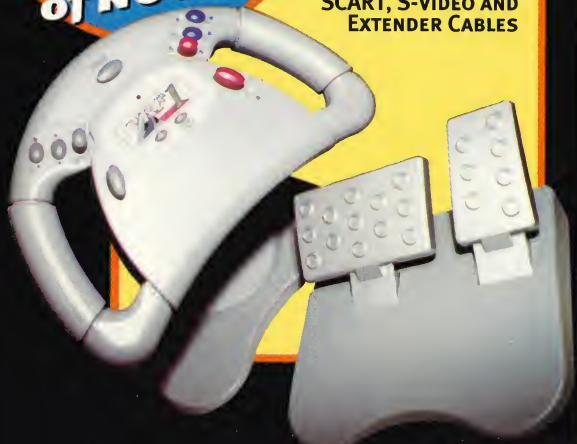
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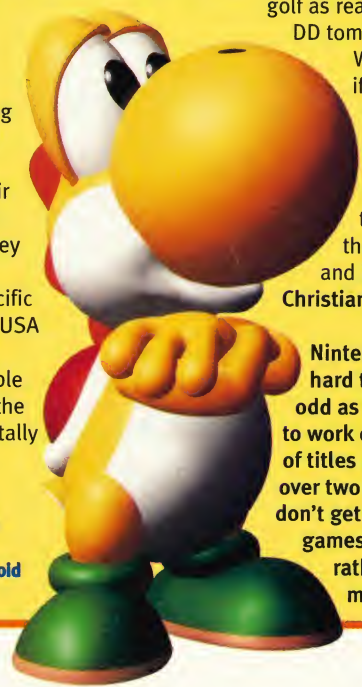


Kid Vid

Dear 64 MAGAZINE,

I have written to moan to you (not you directly) about Nintendo. It seems to me that Nintendo are taking a lighter and lighter approach to videogaming, and especially videogaming in the UK. Do they not understand the fact that the UK is one their biggest revenue areas for the N64? To me, they seem to be trying to target games to a specific user area. Even in the USA and Japan, games are being targeted at people who are either below the age of ten, or are mentally below the age of ten!

► Yoshi: cute, cuddly and, according to Christian D'Amico, a reason to avoid the N64!



People want to see games which immerse the player in a real-time fantasy world, where they can take the role of maybe a secret agent (*Goldeneye*), hero on a mission (*Zelda 64*) or an undercover agent (*Perfect Dark*), not prance around a platform level eating fruit (*Yoshi's Story*), jumping around beating plasticine out of each other (*Clayfighter 63 1/3*) or playing a round of golf as realistic as Nintendo bringing out the DD tomorrow (*St Andrews Golf*).

With this, I am warning Nintendo that if they don't sharpen up soon, they will lose big customers like myself, who buy games very regularly, as I will probably find myself moving across to the Dreamcast soon, as they seem to have some idea of what the general gaming community wants, and it ain't child's play!

Christian D'Amico, Walton-on-Thames

Nintendo is a company which is often hard to fathom out. However, their tactics, odd as they often seem, usually do seem to work out for them. The comparative lack of titles aimed at older gamers, even after over two years, is annoying though. And don't get me started on the feeble number of games being released each month – it's rather a sore point when you have a magazine to fill!



▲ Quake: not much cop.

took me three minutes to conclude. The file is all over the Internet! I was able to download it that second, and I even found a list of titles which are available. With my copy I also downloaded *Mario* and *Quake 64*.

My impressions? What's the point? *Mario* was excellent, a perfect copy of the N64 version (which, may I add, I own). *Quake*, on the other hand, was less good. Again, I own the game, and I wouldn't think of ever getting a game which I don't own, so don't start getting Nintendo onto me!

But I am one of the very few who can honestly say they downloaded the file to review it. Most of the people who downloaded the file were doing so for the simple fact they preferred to download *Zelda*, rather than actually paying the group of people who gave what must have been months to produce a masterpiece of gaming history.

If this goes on, what is the future of Nintendo? Is there a way that Nintendo could stop their cartridges being copied? And if so, is it ever coming into effect?

I hate to say it, but this is seriously worrying me! I don't know what I would do without Mario and Link to guide me through life, or give me inspiration to copy in my future games. Is there gonna be another console from Nintendo?

I am urging all of you now, to take your emulator and throw it in the bin. (I recommend actually copying it onto a floppy disk before proceeding with the previously mentioned act, 'cause hard disks are very expensive these days!)
Joe Utichi, XtatiX Software

The good news is that there definitely will be another console from Nintendo. Whether or not Nintendo comes up with effective copy protection is another matter – if they use DVDs, as some rumours have hinted, then the market will end up like the PlayStation market is now, with pirated gold discs being flogged off 'dahn the market' for a tanner as soon as a new game arrives.

The main problem with *UltraHLE* is that while it works, it's not the same as playing the game on an N64, as it was meant to be played. Anyone who's only played *Mario* or *Zelda* on a PC, with keyboard commands instead of C buttons and wafty joystick control, hasn't really played them at all...

Rubbish No More

Dear 64 MAGAZINE,

A long time ago I bought 64 MAGAZINE, issue 7 in fact, and I thought your magazine was pretty rubbish. I didn't like the layout and there wasn't enough info inside it. The other day, I bought 64 MAGAZINE again, very unsure of what I was getting, considering what I thought of issue 7. Anyway, I bought it and I thought it was great. All the problems of the previous issue seemed to be fixed and I had a lovely magazine in its place. Now I've just got a subscription and I'm so chuffed with it. Thanks for restoring my faith in you.
Chris Butterworth, Stafford



Uh, thanks. I think. And just what was wrong with issue 7?

Comedy Vandalism

Dear 64 MAGAZINE,

I can't believe that nobody else has found this yet and you will probably have loads of people writing in and telling you about it soon. The thing that I've found is that where you first meet Princess Zelda, if you slingshot the windows a guard shouts at you, and once one threw a bomb out. I don't know if you have to do anything to make it possible. So maybe you could find out.
Tim Mullett, email

Calling all vandals! Instead of bricking cars from motorway bridges, try pinging a few Deku Seeds off royal property. Then tell us what happens. You might not cause a bloody 30-car pileup, but you could get your name in print!

Track Attack

Dear 64 MAGAZINE,

Why are there only two tracks from *Extreme G* featured in the ScoreZone?
Chris Street, Huntingdon

Because they're all that people have sent in.

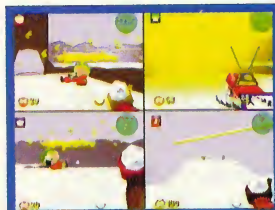
This Sucks Ass, Dude!

Dear 64 MAGAZINE,

Why is the new *South Park* game so naff? I think that as a multiplayer game it sucks, and it's not much better as a single-player game. I've tried all the cheats – is there anything I can do to improve the gameplay?

Kev Flook, email

Not really – what you get at the start is pretty much all there is. Maybe you could try playing blindfolded or something.



Tweet Cheat

Dear 64 MAGAZINE,

I was looking through your *A-Z Of Cheats Volume 3*, and I noticed that you were missing an essential code for the original *Turok*. If you enter the code LKMBRD ('look, I'm a bird') you can fly around the level.

Any news on *Banjo-Tooie* and the secrets from *Banjo-Kazooie*?

Alex Thornton, Trawden

Those who worked on the book have been properly chastised. As for *Banjo-Tooie*, not even its release date is known yet – at the moment, it's not on Nintendo's list of games for 1999.

64ORUM

No room for a full forum this issue! We'll just repeat last issue's questions to keep your brains bubbling, so let us know what you think!

- 1: PlayStation 2 – should Nintendo bring their next console forward to compete with it?
- 2: Which game developer would you most like to spend the day visiting?
- 3: Which celebrities were separated at birth from Nintendo characters? (Send photographic proof, if you've got 'em!)

Despatch your answers to 64orum at the usual address!

WIN
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Fancy yourself as an F-1 driver? Reckon you could match Mansell, best Berger or slam Schumacher? Well, now's your chance to get a little practice in!

Those extremely friendly people at Ubi Soft have given us five copies of the latest F-1 game to hit the N64 – *Racing Simulation: Monaco Grand Prix*. We reviewed it last issue and were very impressed, and now it's your chance to be impressed too!

In addition to the games, Ubi Soft is offering a Race 32/64 Shock 2 steering wheel, which will accompany a copy of the game to whoever gets pole position (first out of the sack) in the compo. The Shock 2 is compatible with both N64 and PlayStation so if you've got one of the little grey consoles you'll be getting two wheels for the price of, er, none!

To be in the running for this first class contest, simply stick a postcard in the mail with the answers to the following questions on it:

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1: Which of the following is not a Formula 1 racing driver?

- A: Alain Prost
- B: Johnny Herbert
- C: Bernard Manning

2: Which of the following is not a Formula 1 race circuit?

- A: Silverstone
- B: The M25
- C: Monaco

3: What do you call the little kinks in F1 racetracks?

- A: Chicanes
- B: Chipolatas
- C: Chimpanzees



Send your entry to:
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READER AWARDS



In issue 24, we asked you to vote for the N64's best games in an assortment of categories. Well, now the votes are in. We can reveal them to you now – and remember, these are the results as voted for by you, the readers, not us, the journos. So if you don't agree with them, tough – that's democracy for you!

TECHNICAL AWARDS

Most Stunning Visuals

Not an area where the N64 ever had much trouble, and now that the Expansion Pak has arrived games are going to look even better. But what's the top eye candy to date?

And The Winner Is...

**THE LEGEND OF ZELDA:
OCARINA OF TIME**



Runners-Up: *Star Wars: Rogue Squadron*, *Turok 2: Seeds Of Evil*

No surprises there. *Zelda*'s sheer breadth and variety of landscapes, along with its excellent character animation and scary enemies, won it over four times as many votes as *Rogue Squadron*, its nearest rival.



Most Ear-Trembling Audio

The N64's lack of a CD drive means it has to crank out sound in amongst everything else, so games don't often set speaker cones a-rumblin'. But when they do, they do it bigtime...

And The Winner Is...

GOLDENEYE

Runners-Up: *Star Wars: Rogue Squadron*,
The Legend Of Zelda: Ocarina Of Time



Rogue Squadron's speech and rousing music made it a close second, but in the end it couldn't compete with *Goldeneye*. That opening 'bah-dah! dum' gets 'em every time.



Best Power-Up/Weapon

As games get bigger and graphically more impressive, so too do the weapons and special effects. Funky hardware always helps a game – what do our readers like in their arsenal?

And The Winner Is...

CEREBRAL BORE (*Turok 2: Seeds Of Evil*)

Runners-Up: RCP-90 (*Goldeneye*), ZMG (*Goldeneye*)

Turok's brain-sprayer got more votes than the two runners-up combined, showing that when it comes to weaponry, you can't beat a combination of a warped imagination and gratuitous gore.



Best Vehicle

They save wear and tear on your precious pins, can be used to tote heavy weapons about, and frankly are an extension of your, um, personality. What would you like to drive to work?

And The Winner Is...

TANK (*Goldeneye*)



Runners-Up: V-Wing (*Star Wars: Rogue Squadron*), Arwing (*Lylat Wars*)

If all the votes for vehicles from *Rogue Squadron* had been combined, they would have beaten *Goldeneye's* tracked terror. Sadly, the X-Wing/V-Wing argument split the vote...

Best Sub-Game

This category was dedicated to those bits that didn't have a lot to do with the main game, but were still huge fun to play. How did you choose to fritter away your time?

And The Winner Is...

FISHING
(*The Legend Of Zelda: Ocarina Of Time*)

Runners-Up: Death Star Trench (*Star Wars: Rogue Squadron*), Twinklies (*Banjo-Kazooie*)

Zelda's fishing won by a mile, winning more votes than every other nominee combined! The lure of that zolb bloater just keeps bringing people back. Who needs to save Hyrule, anyway?



Most Gob-Smacking Moment

Some games have unexpected twists in the tale that leave your jaw hanging the first time you experience them. Judging from the number of nominees, the N64 has more than its fair share...

And The Winner Is...

MEETING JAWS FOR THE FIRST TIME

(*Goldeneye*)

Runners-Up: Meeting Ganon at the end of the game, Ganondorf changing into Ganon (both from *The Legend Of Zelda: Ocarina Of Time*)

This category had the greatest variety of nominees, with some real odd ones. "Getting blown up in the toilet" in *Goldeneye*? "Getting a cow in your house" in *Zelda*? Weird!



Most Bonkers Plot

Since the days of *Pac-Man*, videogame plots have been on the fast train to Straitjacketsville, Arizona. N64 game designers certainly need to keep taking the tablets...

And The Winner Is...

SPACE STATION: SILICON VALLEY

Runners-Up: *Banjo-Kazooie*, *Mystical Ninja Starring Goemon*

Silicon Valley, with its robot sheep and exploding rat turds, totally aced this category. With two British games in the top three, are we really weirder than the Japanese?



PEOPLE AWARDS

Greatest Hero

The category that sought to discover which N64 personage you would most like to 'be', were you made entirely from pixels. Open that envelope, if you please...

And The Winner Is...

LINK (*The Legend Of Zelda: Ocarina Of Time*)

Runners-Up: James Bond (*Goldeneye*), Duke Nukem (*Duke Nukem 64*)

No surprises that Nintendo's pointy-eared world saviour took the top slot, just ahead of James Bond. Quite an open field – characters like Glover, Kazooie and even our editor were nominated!



Most Terrifying Enemy

With videogames getting ever more impressive to look at, the potential is there for designers to come up with some genuinely seat-ruining badasses. Who caused the most sales of rubber pants?

And The Winner Is...

GANON

(*The Legend Of Zelda: Ocarina Of Time*)

Runners-Up: Primagen (*Turok 2: Seeds Of Evil*), Jaws (*Goldeneye*)

Ganon won the award, even with numerous other *Zelda* characters taking votes from him (Volvagia and Dark Link proved quite scary). Oddest choice – Moff Seerdon from *Rogue Squadron*...



Best Game Developer

Not necessarily the company that sells the games, but the generally unsung heroes who slave away programming them. Which backroom boffins are the Spielbergs and Camerons of gaming?

And The Winner Is...

RARE

Runners-Up: Nintendo, Konami

Bosh! Rare managed to beat even Nintendo by a hefty margin, showing that the Brits more than have what it takes. The sad thing is that so few other companies even got nominated...



Hunk Award

A lot of male voters filled in this category. Whatever turns your dial. Mind you, considering some of the strange nominees you chose, you *have* to be open-minded to work here!

And The Winner Is...

JAMES BOND

(Goldeneye)

Runners-Up: Duke Nukem, Turok

Bond won easily. It's the tux that does it. But why would anyone vote for Yoshi, Donkey Kong or even Oddjob? Forget what we just said, you lot are all warped! Someone even voted for Toad!



Babe Award

Videogames have never been ones to shy away from showing good-looking women. Only American games tend to cast them in pure bimbo roles, however. An example of cultural differences, perhaps?

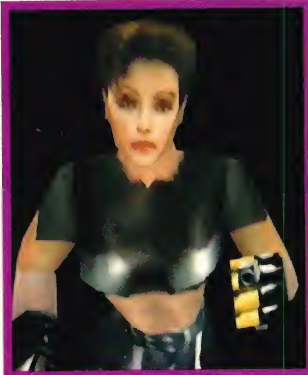
And The Winner Is...

XENIA ONATOPP

(Goldeneye)

Runners-Up: Transformed Gruntilda (Banjo-Kazooie), Adult Zelda (The Legend Of Zelda: Ocarina Of Time)

You can put all the balloon-breasted bimbos you like into games (not referring to any specific company... Midway) but 64 MAGAZINE's readers prefer their babes to kick ass with the best. Girl power! Grrr!



Most Annoying Character

This category had nearly as many nominees as the Most Gob-Smacking Moment award. Clearly, you're all highly strung types. So we won't wind you up by wasting any more time...

And The Winner Is...

NAVI (The Legend Of Zelda: Ocarina Of Time)

Runners-Up: Kazooie (Banjo-Kazooie), Gex (Gex: Enter The Gecko)

Poor Navi. She's only trying to help. But loads of you found her squeaky voice and habit of telling you things you already know just trying. Funniest nominee - Des Lynam in FIFA '98!



GAME AWARDS

Supreme Sports Award

Many people enjoy playing sports sims – you might be able to have a kickabout in the park or drive to Sainsburys, but it's not really like beating Germany or trouncing Schumacher, is it?

And The Winner Is...
ISS '98

Runners-Up: *F-1 World Grand Prix*, *1080° Snowboarding*

A close call, but *ISS '98* and its still-unbeaten footie action narrowly triumphed over *F-1*'s superbly realistic gameplay. Despite there being millions of them, nobody nominated any basketball games...



Most Over-Rated Game

One gamer's meat is another gamer's poison, since every title that was nominated for the Best Game award also ended up here. But some were nominated more often than others...

And The Winner Is...
GT 64

Dishonourable Mentions: *Turok 2: Seeds Of Evil*, *Banjo-Kazooie*

We didn't particularly like *GT 64* and said so. Lesser mags praised *GT 64* to the skies, though, so anyone taken in by their hype obviously regretted it. Just goes to show, 64 MAGAZINE's the only one to trust!



Worst Game

Sad to say, even the N64 has its share of absolute dogs. We try our best to warn you about them, but still people go out and buy these lamers without checking with us first...

And The Winner Is...
CLAYFIGHTER 63½

Dishonourable Mentions: *Mission: Impossible*, *FIFA 64*

Clayfighter's unchallenged horridness won it this award by a mile, getting more than five times as many votes as *Mission: Impossible*. But which heretic voted for *Bust-A-Move 2*?



Most Anticipated Game

The other awards have all been for games that are already available. But what about the ones that are lined up for the future? Which titles are filling your mouths with drool?

And The Winner Is...
PERFECT DARK

Runners-Up: *Donkey Kong 64*, *Quake 2*

Joanna Dark hasn't even been seen by anyone, and she's already the official Next Big Thing. *Perfect Dark* destroyed all competition in this category. But you'll still have to wait several more months to play it...



Best Multiplayer Game

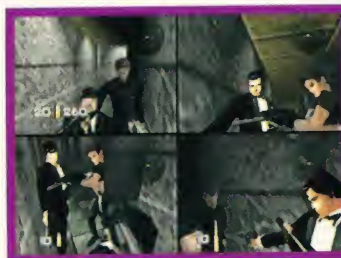
One of the N64's most popular features is its ability to let up to four people play a game at once. When it comes to getting a group of mates around, which game is the number one social draw?



And The Winner Is...
GOLDENEYE

Runners-Up: *Turok 2: Seeds Of Evil*, *Mario Kart 64*

Right, like there was ever any doubt. *Goldeneye*'s victory was by the biggest margin in any category – with *seven times* more votes than *Turok 2* – proving that nobody does it better than Bond!



Best Game

This is it. The big one. The award for the absolute best game you can get for your N64. Lower the lights, start the drum roll, drop your voice to an awed whisper...

And The Winner Is...
THE LEGEND OF ZELDA: OCARINA OF TIME

Runners-Up: *Goldeneye*, *Banjo-Kazooie*

Another total non-surprise, as Nintendo's magnum opus does a *Titanic* and crushes everything else. Even *Goldeneye* was some way behind, and *Banjo-Kazooie*'s third place came from, er, three votes...



Ultimo Cool Award

A completely open category, where we asked you to choose what you thought was the single coolest thing about the N64. And boy, did we get some truly weird-ass nominations!

And The Winner Is...
FOUR-PLAYER GAMES

Runners-Up: Graphical quality, overall standard of games

Multiplayer madness was hardly surprising. But *Goldeneye*'s lift music, or the little red light on the front of the console? Still, it's your choice! And with that, we'll leave you until next year...



Winners' Speeches

After the dust settled, we gave the various winners a bell to see if they had any comments for the people who had voted for them, ie you. Funnily enough, the winners of the Worst Game and Most Over-Rated Game categories preferred not to comment. Fortunately, some of the other winners were rather more loquacious, so here's a selection...

RARE

"It's great to see that our games are making such an impact, and we can only hope that it's down to something more than *Timber*'s wild hypnotic stare. Thanks to all your readers for rating us so highly in your slightly strange selection of categories."

Rare's Simon Farmer briefly breaks the company vow of silence on learning that Rare has aced the awards.

DMA

"DMA is proud to continue its tradition of originality in games, and we thank your readers very much."

Jim Woods, DMA's Development Manager, on winning the coveted Most Bonkers Plot award.

KONAMI

"Konami is thrilled to bits about the Supreme Sports Award. It is fantastic that ISS '98 is receiving the recognition that we think it deserves. Let's hope that we can make ISS '99 even better!"

Konami's John Murphy froths over the Supreme Sports Award.

ShadowMan

Take a walk on the Dea

Have you dreamt of becoming a voodoo god, stalking undead serial killers to prevent them from bringing about the Apocalypse? You have? Well, you're just the kind of sick puppy that Iguana UK is looking to play their latest game for Acclaim – *ShadowMan*.

As comic book superhero origins go, ShadowMan got a bit of a bum deal. While Spider-Man was merely nibbled by a radioactive spider and Batman simply worked out a lot and bought some unique gadgets to fight crime, poor old Mike LeRoi had to die before he could obtain superhero status. Oh, and he had a mask woven into his ribs by a voodoo priestess as well.

However, the one thing that ShadowMan has over his spandex-wearing superhero brethren is that, in the real world, he probably would scare the bejeezus out of any common-or-garden criminal. Let's face it, would *you* be intimidated by a guy dressed in a figure-hugging red and blue costume with spider patterns on it? Now how would you feel if you were confronted in a dark alley by a gun-wielding undead hitman with a mask welded to his chest? Exactly.

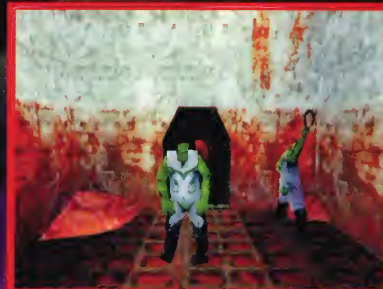
If You Do Voodoo...

So, we've established that ShadowMan isn't your average superhero, and it looks like Acclaim's latest comic book license is shaping up to be not your average N64 game. The plot of the game, which is being developed by Iguana UK, begins with the ShadowMan – otherwise known as the Lord of Deadside – learning from Nettie, a voodoo priestess, that the Apocalypse is coming.

"It's basically about dead people," explains Iguana UK's Guy Miller, "your hero's a dead guy, and all his enemies are dead too – dead serial killers. Mike's voodoo mask allows him to travel at will to Deadside, where he becomes ShadowMan.

SHADOWMAN

Publisher:	Acclaim
Developer:	Iguana UK
UK Release:	September



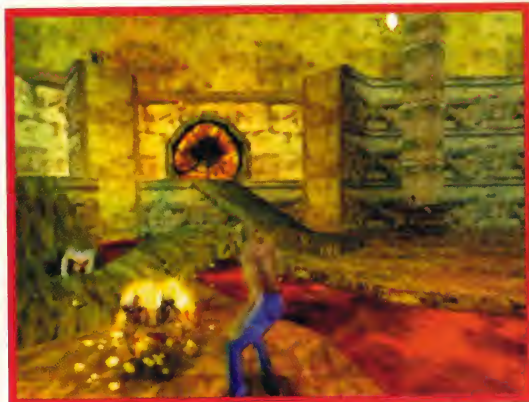
▲ The set dressers on *Casualty* got things ready for another typical day of filming at Holby General.

an dside!

► **When Barbecues Go Bad – next on Sky!**

“Nettie’s had a dream about the Apocalypse – about a great, dark citadel, called the Asylum, that’s appeared in Deadside, a cathedral to pain that’s been built by all the legions of dead serial killers and bad people. It seems that these legions of dead baddies are trying to get across to our world – called Liveside – and bring about the Apocalypse. And only ShadowMan can stop them. Game on...”

Game on indeed. *ShadowMan* has been in development for over a year now, and Iguana UK feel justifiably proud of their “single-player interactive experience” so far. But what can your average N64 gamer expect from *ShadowMan*?



▲ **Trains going into tunnels weren’t LeRoi’s only dreams. Snakes and cigars also featured prominently.**



▲ **Things had gone from bad to worse in the once-quiet Frinton ever since the council allowed the town’s first pub to open.**

“A scary experience,” declares Miller. “With dead people... dead scary people. It’s scarier, darker, gorier, more mature and, hopefully, better than all other Nintendo titles.”

Sounds promising so far. But what feature of *ShadowMan* is Iguana UK particularly proud of?

“The best feature – if I can call it that – is our proprietary game engine,” says Miller. “Called VISTA, it allows the player to see as far as the horizon, without the



▲ **Jaunty is a skull on the body of a snake wearing a top hat. And he’s one of the more normal characters in the game!**

need for a depth-cueing fog, thereby allowing vast exterior locations and epic landscapes not seen in any other game of this type. The other features I’m particularly proud of are the exploding heads. Nicely unpleasant and not at all gratuitous. Oh no. Not at all.”



◀ **The dance moves for the new Steps single were so simple, even the legless could do them!**



▲ **LeRoi always hated playing Quasar against The Fat Boys.**

Who's Who Voodoo?

SHADOWMAN

Mike LeRoi had to die before he could become ShadowMan. This lethal hitman – and professor of English Literature – can travel from Liveside to Deadside through the use of his teddy bear, which opens a portal to the realm of the dead (no, really!)



JAUNTY

This skull on a snake's body is ShadowMan's 'Oirish' advisor on all things dead. He speaks in a stereotypical Irish accent in the comics, so how this will translate to the N64 could be interesting.

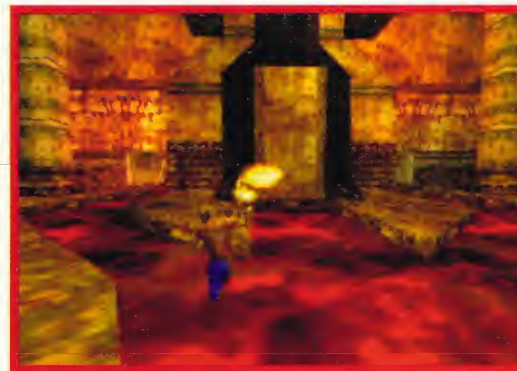


NETTIE

It's all her fault! This voodoo priestess press-ganged Mike LeRoi into becoming her ShadowMan after the previous role-holder ended up on a slab with a trumpet inserted where the sun doesn't shine.



▲ Annoyed at the time it was taking to prepare his McRib, LeRoi decided to go behind the counter.



Who Do You Do Voodoo With?

ShadowMan boasts an impressive 19 levels, which are accessed in a non-linear manner. Six of these levels are set in the 'real world', five of which represent the lairs of known serial killers (nice, family-orientated chaps like Jack The Ripper). While Iguana and Acclaim are understandably reluctant to give too much away, they have told 64 MAGAZINE that players can expect to visit the London Underground, the Florida Everglades, and New York.

"The remaining 13 levels are situated in various locations in Deadside," says Miller, "inside the Deadside Asylum, in the Wastelands, and in the various Voodoo Temples."



Luckily, ShadowMan will have his fair share of specialist weaponry to kick supernatural butt with. From the .50 Desert Eagle to the intriguingly-named Asson, Mike LeRoi is sure to be a force to be reckoned with. Suffice to say, from what 64 MAGAZINE has seen so far, ShadowMan looks set to rival the likes of Resident Evil and Castlevania in the brown trouser stakes, with Miller eager to advise players on how to get the most out of the ShadowMan 'horror' experience. "Horror is best experienced on your own. In the dark. With the wind howling outside."

Ah, truly music to our bitter and twisted ears! ShadowMan looks set to join the ranks of late-1999 releases like Perfect Dark, Donkey Kong 64 and Banjo-Tooie heralding a Golden Age of N64 gaming.



▼ The new Comic Relief computer console noses were hot sellers.



What Is Iguana UK?

Iguana UK was originally known as Optimus Software, and was founded by Jason and Darren Falcus in February 1988. The Falcus brothers met with Iguana US in January 1993, and shortly after, changed the company name to become the UK arm of the company.

Iguana UK has developed for most major platforms over the years, starting on machines like the Spectrum, Amstrad and Amiga, moving on to consoles like the NES, SNES, Mega Drive, PlayStation, Saturn, and N64. Some notable games include NBA Jam, NBA Jam TE and Forsaken to name but a few.



▲ Our gung-ho Armorine is *that* hard, he has no fear when it comes to facing down huge bug-like aliens like this one.

Armorines

This game is full of bugs!

Starship Troopers meets *Turok 2* is perhaps the best way to describe Probe's forthcoming first-person blastathon, *Armorines*. Like *Turok* and *ShadowMan* before it, *Armorines* is based upon the Acclaim comic of the same name, but takes the original concept of marines in super-powered body armour into another dimension.

64 MAGAZINE recently got a first-hand look at the game so far and was very impressed indeed. *Armorines* is being developed using the *Turok 2* engine (like *South Park*), but Probe is going all out to make this game significant in its own right. The plot of the game has Earth being invaded by bug-like aliens (*Body Harvest*, anyone?) and in typical gung-ho fashion, the Americans decide to send in the Marines. Or in this particular

instance, send in two Marines wearing super-powered body armour.

Although it was initially fairly obvious that *Armorines* was operating using the *Turok 2* engine (the blood spurts from the enemies appeared the same), the action level was definitely a darn sight higher than the 'wandering around seemingly endless corridors in search of a bad guy' monotony of *Turok 2*! We watched as a Probe developer deftly manoeuvred the Armorine through wave upon wave of hideous bug-things, which reminded us of the stressful action level of *Doom*.

ARMORINES

Publisher: Acclaim
Developer: Probe
UK Release: October

The game will make full use of the 4MB Expansion Pak, and there are stacks of weapons to augment your male and female Armorine, some of which are specific to a given level – for instance, you get to use the double-ended titled 'Shaft Of Ra' in the Egyptian stage. There is still quite a way to go before *Armorines* reaches a fully playable stage, but we were mightily impressed with Probe's efforts so far.

64 MAGAZINE will bring you a full feature and interview with the team behind *Armorines* in the next issue.



▼ These shots are only from one level, but we've seen some of the other levels, which look just as stunning!



Hydro Thunder

Powerboat racing finally reaches the N64!



With the polygon power of the N64, it's fairly surprising that aside from the rather cool jet-ski game *Wave Race 64* we haven't had more water-based racing games. Okay, *Diddy Kong Racing* had a hovercraft section but up until now there've been no games involving actual boats (and before you say it, *Micro Machines* doesn't count).



HYDRO THUNDER

Publisher:
UK Release:

Midway
TBA

Well, water-freaks fret no longer, because top arcade racer *Hydro Thunder* is coming to the N64 courtesy of Eurocom, the development house currently putting the finishing touches to *Duke Nukem: Zero Hour*.

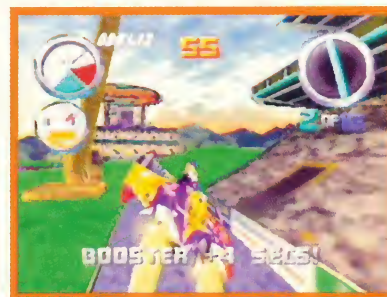
Hydro Thunder features 13 different boats and 11 different courses, from the standard tropical island setting through the canals of Venice to a post-apocalyptic wasteland where the oceans have risen and everything is covered with water (kind of like *Waterworld* only with better scenery). Rather than just go

with a set course as was the case with *Wave Race*, *Hydro Thunder* instead takes the *Beetle Adventure Racing* route and offers a multitude of different paths through each course, thus increasing the replay value of each circuit.

Unlike a lot of racing games recently, *Hydro Thunder* doesn't feature weapons. Instead, the focus is firmly on speed and to that end there are various velocity-enhancing power-ups to collect.

By far the most impressive thing about the arcade version of the game has to be the water physics. Every course features rolling waves, hidden currents and treacherous rapids and the boats themselves create a realistic wake which affects the handling of other craft.

It's not clear as yet quite what enhancements – if any – the N64 incarnation of the game will offer, but it's safe to say that even a straightforward conversion of the arcade version should be pretty damn hot. Watch for updates as we get 'em!



▲ As with most racing games, *Hydro Thunder* offers you a choice of views.

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Welcome to gaming heaven!

Hybrid Heaven

One of the problems of writing previews of videogames is that there are times when the game's creators really don't want to give away anything about it before it comes out. This is the case with Konami's *Hybrid Heaven*; the Japanese giant has been attempting to keep a *Phantom Menace*-level ring of steel around the game.

However, being nasty journalistic types whose job it is to prise out snippets of information and piece them together to make a story, sometimes even without having to make stuff up, we've found a few rusty holes in the ring of steel and sneaked inside. The big news is that *Hybrid Heaven* will make use of the Expansion Pak, so the final game

(currently due in June, although it may slip back to September) will run in hi-res if you've got one of the little red-hatted devils inside your N64.

Something that Konami really was determined to hide was the storyline. Well, they tried, they really did. But suffice it to say that there are *Face/Off*-style bodyswapping shenanigans going on, with the hero of the game unexpectedly finding himself in the body of someone intimately involved in sinister genetic experiments (creating the titular hybrids) and a plot to do away with the President of the United States. Of course, the fact that you don't know jack about said sinister genetic experiments rather gives the game away when people start asking for your advice.

When things go west, *Hybrid Heaven*'s unique combat system comes into play. It's a mix of beat-'em-up and an RPG turn-based system, where tactics are paramount. Do you, for instance, try to wear down your opponent with a succession of rapid, but not all that powerful, strikes, or do you hold back to build up your power bar for a devastating attack, and take the risk that your adversary will get in first and knock you down while you're poncing about?

Attacks at your disposal include all the old favourites like uppercuts, roundhouse kicks and sweeps, as well as a range of defensive moves. You can also make use of weapons and equipment to even things up. The system may sound odd, but something similar worked just fine for *Parasite Eve* on the PlayStation, so there's every reason to believe Konami will be able to pull it off.

At the moment, *Hybrid Heaven* is due for a summer release. We'll have more for you soon.



**HYBRID
HEAVEN**

Publisher:
UK Release:

Konami
June (TBC)



▲ Barney rather got the impression that he'd used way too much lighter fluid on his barbecue.



n



▲ The chap in the blue get-up is Slader. Or is he really Diaz? It's hard to tell with all this body-swapping going on.



▲ "Hey, woo, laser Floyd!" The huge secret base beneath New York is full of security systems to trap the unwary.



Robot Wars

Not all of the bad guys in *Hybrid Heaven* are sinister clones or evil genetic mutants. There are also mechanical bad guys as well, like this top-heavy tinhead!



VIGILANTE 88TM



4-player auto combat





ACTIVISION

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The world's first legless superhero!

Rayman 2

The Great Escape



▲ Rayman is certainly a weird-looking fellow. What stops his bits from all falling to the floor? [We don't want to hear about Rayman's 'bits' – Ed]

It's tough being a one-of-a-kind superhero! There's the armies of screaming fans, the hundreds of book and TV deals... and of course the people who want to put you into a zoo!

Apparently an organisation called the Mysterious Guild (who are rumoured to be, believe it or not, very mysterious) have decided that Rayman and the inhabitants of his planet would make the perfect addition to their intergalactic zoo

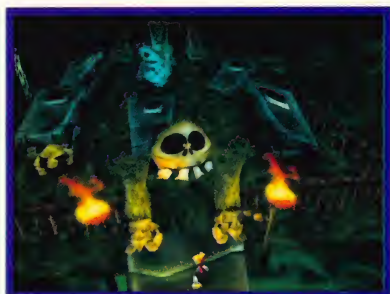
of rare species. To that end they have launched the rather unoriginally-titled 'Operation Kidnap' to, er, kidnap our yellow-haired hero and his peace-loving friends, through the machinations of a rather unsavoury group of pirate robots led by the evil captain Razor Face.

While on the face of it *Rayman 2* might look a lot like certain other 3-D adventures on the N64, Ubi Soft is confident that it will fill a gap in the market. The reason for this is that rather than being a slow, exploration-based title, the emphasis in *Rayman 2* is on fast action. That's not to say there won't be puzzles, but the idea is to keep the action moving rather than leaving players wandering around for ages with

**RAYMAN 2:
THE GREAT ESCAPE**
Publisher: Ubi Soft
UK Release: November



▲ Now the cynical amongst you might think that the only reason Rayman has no arms, legs and neck is to make animating him easier –and you might be right!



▲ The piratical foes that Rayman encounters come in all shapes and sizes, none of them very attractive.

nothing to do. To that end *Rayman 2* uses all sorts of weird transportation like barrels, water skis and a rollercoaster.

The basic plot is a simple one. The pirates of the Mysterious Guild have managed to capture all the people of Rayman's world. Now it's up to the wee fellow to foil the pirates, rescue his friends and set the world to rights. To do this he needs to find the four faces of the world creator, Polochus.

Until recently the only screenshots we'd seen for *Rayman 2* were pretty shoddy to say the least and it wasn't looking very impressive. The new shots are a hundred times better though, and the game looks to be shaping up very well. Much is being made of the AI for



▶ Are you talking to me?
Are you talking to me?
There's nobody else here,
so you must be talking to
me! C'mon then!

both the friendly and hostile characters, although that's difficult to judge as yet.

The *Rayman 2* development team is currently working on structuring the environment and gameplay to fit with the storyline and also focusing on improving and enhancing the camera, which seems to be one of the most difficult things to get right in a 3-D game of this type. So far, *Rayman 2* looks to be shaping up very well and we're looking forward to seeing the next version!



Dramatis Personae

Rayman is joined on his adventure by a considerable supporting cast. Here are just a few of the strange individuals you can expect to meet when you enter his world...

LY

This waif-like girlie has a penchant for small blokes with big noses and no limbs. Rayman's only chance for a date?



GLOBOX

A rotund chap, Globox is a bit of a scaredy-cat but is rumoured to have some strange powers.



CLARK

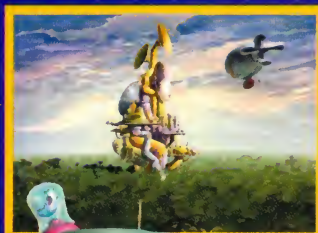
The only guy in existence with a larger chin than Jimmy Hill? Just look at those muscles though!

WHALE

He might be big, but he's also fast. Did you know that whales can help you to breathe underwater?



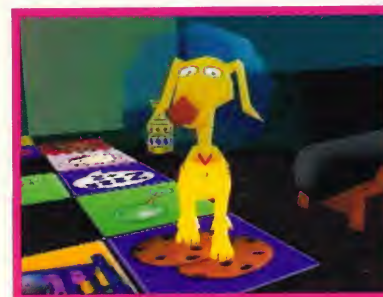
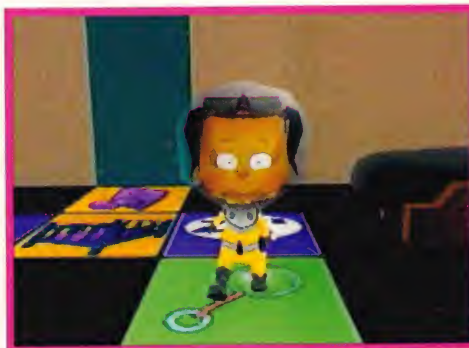
▲ The world in which Rayman lives is certainly a strange one! Looks a bit like Bournemouth late on a Friday night.



From Superhero To Superstar!

As if appearing in his own videogames weren't enough, canny Rayman has negotiated his own television series! Beginning with 13 episodes to be screened worldwide, the show will be entirely computer-generated and is set to introduce cartoon fans the world over to the *Rayman* universe and a whole host of new friends! What next, a *Rayman* film perhaps?





Where are you, baby?

Rugrats Scavenger Hunt

With their first film in the cinemas even as you read this, unless you're reading it as part of a nostalgia trip in the year 2037 or something, the Rugrats are a big success and a videogame based on their pre-school exploits was inevitable.

Rugrats: Scavenger Hunt is a Mario Party-style boardgame that should appeal to the numerous fans of the

animated ankle-biters. Fans of network *Quake 2* or *Mortal Kombat 4* probably need not apply.

What can we tell you about the game? Not a lot, unfortunately. Here, in its entirety, is the game-related part of THQ's ultra-expository press release...

"This revolutionary title brings traditional boardgame elements to Nintendo 64. Kids of all ages will be able to compete against each other or the computer as they take on the persona of their favorite *Rugrats* character. Real *Rugrats* voices, music and sets will be immediately recognizable to any *Rugrats* fan. The game will have virtually unlimited replay value as the board configuration is randomly generated each time a new game is started.

"Features: five selectable characters including Tommy, Chuckie, Phil, Lil, and Dil; 11 non-playable characters including Angelica, Grandpa, and Spike; first board game for the N64 in the US;



multiple games to play; 3-D characters in a 3-D world; real voices and music from the TV show; randomly generated board layouts – a different game each time you play."

So now you know as much as we do. Not sure about that 'first boardgame' part either – what about *Mario Party*? Anyway, *Rugrats: Scavenger Hunt* is due out this summer, and it's probably going to have loads of different sub-games in it, like the PlayStation game, only not quite. Or something. We'll be toddling off to do a review soon!



 **RUGRATS**
SCAVENGER HUNT

Publisher: THQ
Developer: Realtime
UK Release: Summer



▲ The Pirate Treasure Hunt is one of the boards featured in the game; as you can see, the action takes place underwater!

Monster Truck Madness 64

Who says size doesn't matter?

Let's face it, when it comes to the crunch, would you rather be crammed into a diddy little go-cart or tucked behind the wheel of a mammoth monster truck? That's the thinking behind the PC title which is now set to appear on your N64 courtesy of developers Edge Of Reality, *Monster Truck Madness 64*.

Billed as 'not just another racing game', *Monster Truck Madness* takes you off-road with 20 of the biggest vehicles in the world over seven enormous tracks, two of which have been created exclusively for the N64. Rather than confine players to a narrow loop of track, the massive arenas have been designed to encourage off-road

exploration and are packed with power-ups and hidden areas. In addition, every object on the landscape can be broken, crushed, rammed or otherwise mangled – which after all is the whole point of driving a monster truck, isn't it?

Promised features for the game include all sorts of adverse weather conditions such as heavy rain, snow and fog. Wait a minute... fog in an N64 game? Surely not! Truck fans will be able to race at dusk or night, and for those who really like to make things difficult there's the special 'pitch-black' option where all you can see is what's illuminated by your headlights.

Monster Magic

Monster Truck Madness offers five different playing modes. Exhibition is a straight-forward race. Circuit is a championship mode where you must qualify in order to move to the next course. Rumble involves getting your truck to the top of a hill and then remaining there while everyone else tries to knock you off. Police Chase is fairly self-explanatory, although do the police really use monster trucks? The final mode is rather bizarre. It's called



▲ Bad news for Colt Seavers – it looks as though the fuzz have gone and got themselves monster trucks too!

Indoor Soccer and involves up to four trucks and a huge ball... weird or what?

Although monster trucks are pretty formidable on their own, there are also several power-ups that enhance the performance of your truck. Shields prevent collision damage and causes opponent trucks to be hurled into the air. Invisibility turns trucks invisible (well, duh!) Super Jump is a one-off huge leaping manoeuvre. Hover turns your truck into a hovercraft (sort of). Miniaturise makes all the other trucks into Dinky toys, allowing you to crush them. Finally, Turbo Boost does exactly what it says on the tin!

Rockstar also promises dynamic lighting, a dedicated physics engine, reflection mapping, complete camera control and animated cockpit views. *Monster Trucks Madness 64* certainly looks good on paper (so to speak) – let's just hope it lives up to the hype!

▼ Hey, watch it! I just had this thing re-sprayed! Bloody Sunday drivers, I don't know...



MONSTER TRUCK MADNESS 64

Publisher: Rockstar Games
Developer: Edge Of Reality
UK Release: TBA



▲ Now this is real indoor football! Why can't they play the World Cup with monster trucks? It'd be so much more exciting!



▲ Everything looks a little bit foggy in this shot, but that might just be the intended weather conditions.





WWF Attitude

Grunt 'n grapple with a-a-attitude!



WWF ATTITUDE
Publisher: Acclaim
Developer: Iguana West
UK Release: Summer



People with 'attitude', eh? Dorks, usually, modelling themselves on the likes of Mickey Rourke or Val Kilmer and thinking that a pair of leather trousers makes them scary. But there's one group of people with attitude that you wouldn't diss to their faces – pro wrestlers!

WWF Attitude is Acclaim's follow-up to the frighteningly successful WWF Warzone, and includes everything that made the first game such a hit, only more so. Dozens of genuine ringbound maulers are included, with all your favourites from the wacky world of the WWF, and this time round they've got all

their famous special moves included. They've also got their theme songs, entrance routines and taunts! In addition, there are over 30 different game modes, ranging from standard one-on-one battles to tag team, battle royal and even pay-per-view matches.

WWF Attitude's improvements over WWF Warzone include over 150 new moves, new camera angles and lighting effects, and the ability to fake being



▲ It's a good job for taste and decency that player 2 didn't choose to alliterate his name with the letter 'p'.



▲ The Rock versus Mankind? What, all of us?

◀ Right Said Fred bulked up considerably after their singing career went down the toilet.





stunned in order to catch opponents unawares when they move in for the kill. The action out of the ring has been expanded as well, to the extent that you can even brain an opponent while he's on his way back to the dressing room!

Add to that more commentary by the genuine WWF commentators, which now refers to specific wrestlers (including custom-created fighters) by name, tons of music and sound effects (including crowd chants) and a whole bunch of new weapons, and you've got another huge hit in the making. The only way wrestling games could get any better now would be if someone were to do an N64 version of *Celebrity Deathmatch*. How about it, Acclaim?



▲ Ah, hot two-girl action, every right-thinking man's idea of good viewing. Not sure about Chyna's codpiece, though!

WE, THE PEOPLE

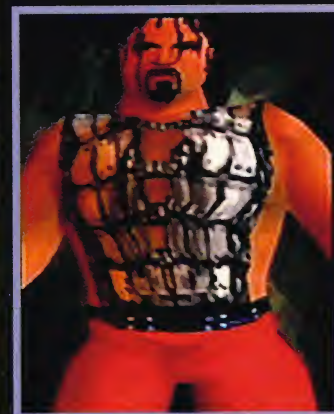
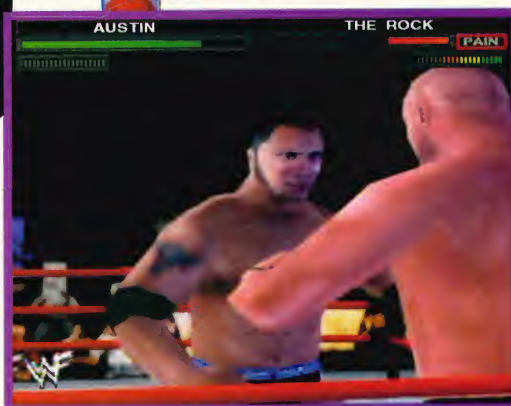
The list of wrestlers in *WWF Attitude* includes Stone Cold Steve Austin, The Undertaker, Ken Shamrock, Owen Hart, Jeff Jarrett, Bradshaw, HHH, X-Pac, Goldust, The Road Dogg, Bad Ass Billy Gunn, Val venis, Mosh, Mankind, Droz, Thrasher, Steve Blackman, D'Lo Brown, Taka Michinoku, The Rock, Edge, Kurgan, Dr Death, Faarooq, Christian, Gangrel, The Big Bossman, Al Snow and Mark Henry. If that's not enough for you, there are also ten hidden wrestlers!



▼ Nipple-tweaking was frowned upon by the referees, but Stone Cold decided to try it anyway.



▲ The living hell of providing captions for a wrestling game proved too much – [*THUD*] qwertyuiop...



Re-Volt

Batteries not required!

The last racing game that Croydon-based Probe developed for Acclaim was the thoroughly average XG2. *Re-Volt*, the developer's latest racing offering, is as similar to the futuristic motorcycle action of XG2 as Michael Schumacher is to Maureen from *Driving School*.

Although the version of *Re-Volt* that Probe recently showed 64 MAGAZINE was far from completion – there was only one track demonstrated, and the four-player multiplayer option was not fully functional – there was enough on display to convince us that the game has the potential to be a barnstormer. The basic idea behind *Re-Volt* is that players are given control of one of over

► Either someone's been playing around with the enlargement ray, or this buggy's making a very big jump.

25 remote-controlled cars, with the aim being to master 14 race tracks.

The track that 64 MAGAZINE played was set in a typical suburban street, with parked cars, kerbs to leap off, ramps to ride up, and a sewer pipe to dive down. We didn't have too much trouble beating the battery-operated tar out of the computer-controlled opponents, as Probe had yet to beef up the enemy AI. This was just as well, since getting to grips with the remote-controlled cars can be quite difficult at first.

There will be a wide selection of weapons and power-ups to be obtained in the full version of *Re-Volt*, including giant marbles which are dropped behind you, wreaking havoc on your opponents. There are also some neat water balloons

which bounce away in front of you until they soak a nearby racing rival.

Probe promises to include a ton of uniquely themed racing tracks, like the museum-based level, where players can race through the well-realised Egyptian, astronomy and Prehistoric exhibits. Acclaim hopes to have the game ready in time for an early summer release.



RE-VOLT

Publisher:
Developer:
UK Release:

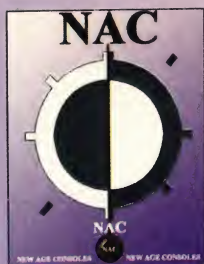
Acclaim
Probe
June

► One of the courses winds through a toy store, complete with Budgie-style helicopter.



▲ Wheee! Whoooo! Waaaaay! Oh, er, wait, there's a wall (BOOM!)





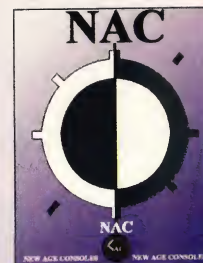
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Bag A Beetle From EA!

Top Need For Speed-style game *Beetle Adventure Racing* impressed all and sundry when it arrived in the office for review last issue. Now those generous chaps at EA have decided to save five lucky 64 MAGAZINE readers the effort of slogging all the way down to their local software outlet and forking out the forty quid purchase price – aren't they nice?

To be one of the fortunate five who gets to take a bevy of Beetles for a spin, the cost to you will be just one postage stamp, a bit of ink and a few grey cells as you labour to answer the following bug-related questions!

1: What's the name of the beetle which was the ancient Egyptian symbol of resurrection and immortality?

- A: The dung beetle
- B: The scarab
- C: Both of the above

2: What does it mean if someone is described as 'beetle browed'?

- A: They look like a cockroach
- B: They have bushy eyebrows
- C: They look like the front end of a VW camper van

3: Which company makes the new Beetle car?

- A: Volkswagen
- B: BMW
- C: Skoda



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Send your postcards to *Bung Me A Beetle Compo*, 64 Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS to arrive no later than 20 May 1999. Any cards received after that date will be fed to Roy, the office goat.



NINTENDO 64

GOLD

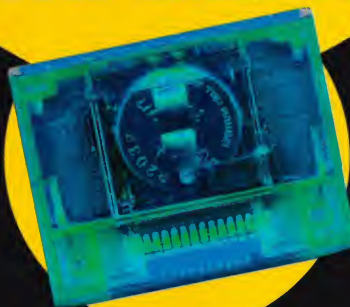
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Owen Me, O

Star of crisp advert gets his own N64 footie game?

Michael Owen's Soccer is based on the PlayStation title *Michael Owen's World League Soccer '99*, which in turn is a sequel to *World League Soccer '98*. Eidos is keen to point out, however, that *MOS* is not just a direct port of the PSX title. Instead the idea is that it retains the good points from that version and then improves upon them.

The theory behind the game is to have a footie title which is fairly easy to get into, but which has a pretty steep learning curve. This means that although it's possible to just pick up and play the game the moment you get it out of the box, you probably won't find yourself scoring dozens of spectacular goals in

the first five minutes of play. This makes perseverance more rewarding and guarantees better longevity.

Although *MOS* utilises the Expansion Pak, all those of you out there who are reluctant to part with the fairly stiff tariff of 30 quid for the little rectangular marvel might be interested to learn that although the graphics in *MOS* are hires, this is actually accomplished without the aid of the pak. Instead the extra four megabytes is used to give longer replays in the style of the ones on Sky Sports, with multiple angles giving you a view of the action from all possible perspectives. This include first-person views of the event from anyone on the pitch – the players, the goalie, the ref or even the linesmen.

When playing the game, all sorts of little features are noticeable that you probably wouldn't think about unless they were there. When a referee calls offside in most footie games, both real and virtual, for instance, it usually results in cries of 'no way' from the offending player and much abuse for the linesman and referee. In *MOS* however,

when offside is called the game goes into a short replay from the linesman's point-of-view which freezes at the point where the player went offside, thus negating any reason for arguments.

Another small improvement is that when preparing a player to chest a ball in the air, rather than just knocking it down to his feet you can use the analogue stick to angle your man so that the ball is knocked to either side and thus drop it into the path of one of your other players if you feel so inclined.

If you're the sort of person who likes playing with in-game camera angles (and who doesn't?) you'll be pleased to know that *MOS* has loads of them. One unique camera view is the blimp perspective, which switches to a view from high up directly over the pitch and allows you to play the whole match in the style of the old *Kick Off* or the more recent *Sensible Soccer* games. Which means you're really actually getting two footie games in one!

► "God save our... dum de dum... long live, erm... someone's mum! Send... um... look, does anybody actually know the words?"



► You can play in all sorts of weather, including some that would have real players off to bed with a cup of Horlicks!



▲ The wedding might have been off, but jilted or not, Jack wasn't going to let the confetti go to waste.

wen You!

To learn more about the development of the game, 64 MAGAZINE pulled on its footie boots and dribbled along to see Rob Palfreman at Silicon Dreams, where the game is currently in development.

64 Magazine: In our Reader Awards, *ISS '98* came out the winner of our Supreme Sports Award. How will *Michael Owen's Soccer* beat *ISS '98*, and in what ways is it better?

Robert Palfreman: The depth of control the player has over *MOS* is what sets the game apart from the competition. We aimed to make *MOS* fast, playable and challenging and the result is everything we planned.



◀ Who don't think we're nearly there! Ten more miles and we don't care! Sound off! One, two! Sound off! Three, four!

64 Mag: *MOS* will run in hi-res without an Expansion Pak. How hard was this to achieve and did any sacrifices (speed and so on) have to be made to get the hi-res visuals?

RP: We had to make the graphics engine as fast as possible and to do this we used a lot of tricks and got to know the hardware inside-out. There were no sacrifices in terms of speed or graphical quality, just a lot of optimisation.

E-Motion-Ally Yours

For those cynics of you out there who might be wondering just what Michael Owen actually contributed to the game, aside from his name, be assured that he hard to work (relatively) hard for his money.

As you can see from this picture, young Mikey was strapped into a state-of-the-art motion capture suit and forced to perform all sorts of football-type moves that were then used for the players in the game.

According to sources at Eidos, Mr Owen also contributed to the development of the game, although he didn't go quite as far as "actually writing the code".



▲ All in all you're just a... nother bloke in the wall...



▲ When the ball is in the air, you can tell where it is just by watching the players' faces.

64 Mag: Peter Brackley and Ray Wilkins supply the commentary. How much speech did they provide for the game?

RP: We were limited by storage space on the cartridge but we managed to squeeze enough in to make the game sound realistic.

64 Mag: How up to date are the teams, statistics, and the like?

RP: Most of the teams are up to date, but there are bound to be inconsistencies due to transfers, injuries, whatever.

64 Mag: Are there any comedy cheat modes planned for the game, like big heads mode, weird teams, etc?

RP: You'll have to wait and see!

64 Mag: What made you decide to use Michael Owen for this game?

RP: We chose Michael for this game, because we feel that he is one of the finest players in the world and he will only get better. Plus there is the fact that he's a really nice bloke and had



actually expressed an interest in Silicon Dreams' football games.

64 Mag: How difficult was it to get hold of him?

RP: Not very difficult at all really, as it was a deal that both sides were keen to get signed.

64 Mag: Did Michael Owen provide any motion capture for the game?

RP: Yes he did, we had a day spent entirely on motion capture with him and got some excellent results.

64 Mag: Are the stadia in the game based on the real places?

RP: No, all of the stadia used in the game are fictional, but based on actual styles to keep them realistic.



▲ Suddenly the players just stopped and stared. Bernard the goalkeeper just hung there, hovering in the air.

64 Mag: How will MOS compare to the PlayStation version? Are there any unique-to-N64 features?

RP: The N64 version has been enhanced from the PSX – the gameplay has been improved, along with the obvious improvement in graphical quality. As for unique features, the replay is now a lot longer and a lot more motion capture has been implemented.

64 Mag: Now that Michael's had a flavour of crisps named after him, any cross-product promotions on the horizon? Like buy this game, get some free crisps?

RP: Well... nothing has been arranged so far...

64 Mag: What kind of special moves will be available, if any?

RP: There is a step-over, an instant pass, a knock-on and a whole array of shimmies and shuffles.

64 Mag: Are all the other players in the game real ones?

RP: No, for legal reasons some of the leagues contain fictional players.



▲ Hang on a minute! Obstruction ref! Oyl Obstruction, by the ref!

REVIEWED
THIS ISSUE!

64 reviews

MAGAZINE



48 SNOWBOARD KIDS 2

Big noses, bigger attitudes – the kids are all right!

Those Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

Ninfo

PLAYERS

The number of people who can play the game



EXPANSION PAK

Does the game support Nintendo's Expansion Pak for extra features?



RUMBLE PAK

Can you plug in a Rumble Pak and shake along with the game?



Publisher:	The company selling the game
Developer:	The company that wrote the game
Game Type:	What sort of game it is – sports, racing, fighting, whatever
Origin:	The country where the game was written
Release:	The date the game will be on sale
Price:	Gee, see if you can work this one out!



\$64,000 Question

⚡ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!

Memory Options

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?



PAL Performance

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

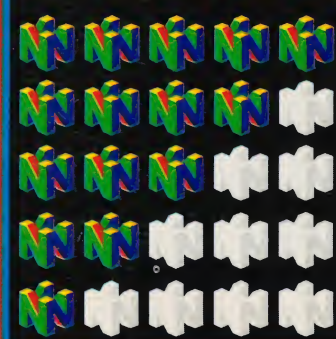


Supplied By

We get import games through importers – if you want to get hold of an import game for yourself, these are the people to call.

64 Magazine Rating

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly you wonder why they bothered!



52 CALIFORNIA SPEED

You'd have to be on speed to enjoy it!

54 BATTLETANX

Tally ho, trusty tank thang!

56 RAMPAGE UNIVERSAL TOUR

Big monsters kick down buildings. Over and over again.

58 UK UPDATE RUSH 2

Take to the streets and race through the States!

60 UK UPDATE TWISTED EDGE SNOWBOARDING

Is it twisted, or just a bit crooked?



64 Bottom Line Controls



What do all those buttons on the pad do? We try to make sense of the insanity!

Alternatives

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

Rating

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

Overall



The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite

The game in a nutshell, for the truly lazy reader!

Final Score

95%+



EVERY GAME GETS A SCORE OUT OF 100 – BUT WHAT DOES IT ACTUALLY MEAN? IGNORE ANYTHING OTHER MAGS MAY SAY – 64 MAGAZINE IS THE MOST BRUTALLY TRUTHFUL N64 MAG AROUND, AND IF WE GIVE A GAME A GOOD (OR BAD) MARK, YOU CAN TAKE THAT AS THE GOSPEL TRUTH. THESE ARE WHAT THE SCORES MEAN IN ENGLISH...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – out of over a hundred N64 games reviewed, only four have got the gold. It's your guarantee of a top game!

94%-90%



Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75%



The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%



Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not be especially interesting. Be careful before you spend your money.

49%-30%



Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%



You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%



Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.





Snowboard Kids 2

Grab a warm jumper and strap on your false nose, the Snowboard Kids are back!



▲ The on-course shops from the first game are back, but this time if you hit them with no money you don't crash.

When the first *Snowboard Kids* game turned up in the office it had the distinction of being one of the only titles to replace *Goldeneye* in the lunchtime multiplayer sessions, albeit temporarily. So when *Snowboard Kids 2* arrived the level of anticipation was high, to say the least.

For those that somehow missed the first game, you choose from one of five different characters and race down a total of nine different snowboard courses. Rather than taking the 1080° route towards accuracy and realism, *Snowboard Kids* goes the way of *Diddy Kong Racing*. The kids all have huge noses, the tracks are simple, fun and totally wacky – often they don't even have snow on them – and to add to the experience, various weapons and special objects can be collected with which to hamper your opponent's progress.

Snow Joke

Snowboard Kids 2 takes the original game and adds to it. It introduces four new characters, 11 different courses, five new power-ups and three boss races in which you take on a huge snowman, a dinosaur and a massive robot

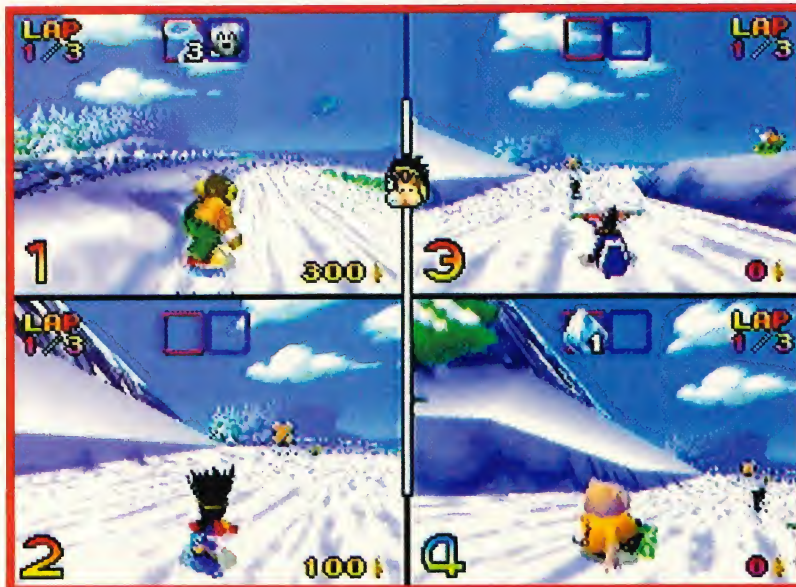
respectively. The between-race elements have been much improved too, with a 3-D snowy village replacing the simple menu screen from where you can change boards, swap characters, load and save, try the skill games, decorate your snowboards and even access the Internet! (Well, sort of...)

Graphically *Snowboard Kids 2* looks very similar to the original game – at first glance anyway. On closer inspection the backgrounds and character designs are more polished, with greater attention having been paid to detail. While this doesn't make a whole lot of difference to the gameplay it's still an improvement.

Snowboard Kids 2 looks



▲ The school is the place you go to change characters, while saving is accomplished with a simple phone call!



▲ The early tracks are the best ones to use for four-player. On later courses the sheer amount of detail in the track scenery makes it more difficult to work out what's going on.



▲ The speed skill game requires you to get down to the bottom of the slope in under five 'minutes'. A fast board is what you need!



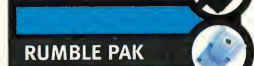
▲ One of the strange things about the first game was that some of the tracks didn't even use snow, and the sequel follows suit!

Ninfo

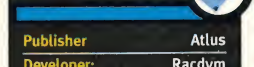
PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher: Atlus
Developer: Racdym
Game Type: Racer
Origin: Japan
Release: Out now (import)
Price: £59.99

\$64,000 Question

- + Easily as addictive as the first game
- + Totally outlandish tracks
- + New characters, power-ups and boards
- + Improved graphics over original
- + Better longevity with expert mode
- + Improved AI
- Gameplay essentially the same
- Several tracks too cluttered for multiplayer

oard



Know Your Boards!

If you manage to access expert mode you can unlock some pretty weird boards. Until then, however, they come in three types, each of which has three levels.

SPEED BOARD

Fast but doesn't steer or jump very well. Not good for winding tracks or with characters with low turning ability.



TRICK BOARD

The opposite of the speed board, this one is excellent for jumping and turning but moves like a snail, particularly level one.



BALANCE BOARD

The happy medium. Fairly good speed, fairly good handling. An excellent balance of the two (hence the name).



▲ Watch out for the local wildlife on some of these tracks. This river section is infested with crocodiles who pop up and try to eat you!



▲ This is one of the more annoying weapons – although the parachute is worse. You freeze for a second then fall over as the ice shatters.



▲ As you wander around the options village the other characters pop in and out. You can talk to them but it doesn't do anything.



► The lifts in *Snowboard Kids 2* are all different. This one consists of a long line of flying turtles!

Character handling has also been tweaked. The boarders now respond better, although the right choice of kid and board is still important if you want to get the best performance from your character.

Mad Bad Boarders

Which brings us to something which has been changed since the original game to the detriment of the sequel. In *Snowboard Kids*, when you chose your

very similar to the original game!

character their speed, turning and jumping ability is represented by a simple bar graph and the same criteria were also shown for the different snowboards. This makes it easy to match up characters with boards for the different courses.

In *Snowboard Kids 2* however, while the boards still have the three graphs,

On The Piste

Snowboard Kids 2 boasts a total of 15 tracks to test your board skills on. However, four of those tracks are duplicates; three for boss races and one for a skill race. Here's a quick rundown...

TRACK 1: SUNNY MOUNTAIN

A simple, fairly straight snowy track. No-one should have much trouble conquering this one.



TRACK 2: TURTLE ISLAND

No snow to be seen – the whole thing's green! The ski-lift consists of flying turtles.



TRACKS 3 & 4: JINGLE MOUNTAIN

Another snowy track with the odd sharp turn. Beat it and you race the snowman boss.



TRACK 5: WENDY'S HOUSE

Honey I shrunk the *Snowboard Kids*! The shrunken boarders tackle a course of household objects.



TRACK 6: LINDA'S CASTLE

Lots of medieval aspects to this track. Castles, moats and suits of armour make up the backdrop.



TRACKS 7 & 8: CRAZY JUNGLE

A tropical setting for this track. Avoid the crocodiles and tigers then race the dinosaur boss.



TRACK 9: STARLIGHT HIGHWAY

Space... the final frontier. Except that it's not the final track. Check out the teleport lift!



TRACK 10: HAUNTED HOUSE

This spooky course is populated by all sorts of nasties, including a room packed full of ghosts.



TRACKS 11 & 12: ICE LAND

Unlock these tracks by finishing all the others including the skill ones then race Mecha-Damien!



SKILL TRACKS 1 & 2: SNOWBOARD STREET

Take on the speed and shooting challenges on this track where all the *Snowboard Kids* live!



SKILL TRACK 3: X-COURSE

This course was made for stunts – pick a suitable board and get out and grab some air!





▲ The object of this boss stage is to repeatedly hit the huge snowman with bombs to prevent him reaching the bottom of the course.

▼ This course is set inside someone's house. All the racers have been shrunk so everyday objects take on mammoth proportions.



▲ The shooting game is reminiscent of the arcade classic *Paperboy*. You must deliver newspapers to 20 houses within a limited time.

the characters themselves have lost them and instead you get a vague description like 'this character's good with tricks'. Although these descriptions are some help – you know if they're good with tricks then their jumping and turning will probably be good – it's not half as accurate as the original system. It makes matching a kid to a board rather hit and miss.

As far as the on-course objects go, in addition to the new power-ups some enhancements have been made to the

existing ones. For one thing you can now pass through a shop with no money – whereas in the previous game you would just come crashing to a halt. It's also now possible to hit opponents behind you as the bomb weapon can now be fired both forwards and backwards and the new rear view helps you to aim.

1cy Action

The standard offensive weapons – ice, parachute, snowman and hand – now all have partial homing ability. If you fire them within a certain distance of another player the weapon tracks them, unlike before when you could only really hit people who were directly in front of you. Obviously this works both ways though, and the AI opponents are pretty damn handy with their weapons!

Wendy's Internet is a totally new feature which can be accessed from the village. Enter the building and you can check out info on the different courses,



▲ A new feature for this second game is the additional rear view which lets you check on your opponent's progress.

How Do I Look?

A new feature added since the first game is the choice of different costumes for your kid. Rather than simply changing the colour of their standard outfit (which seems to be the norm on many games these days) each character has four distinctly different sets of clothes, as modelled by Slash...



▲ The whirlwind is one of the new weapons. Hit someone with it and they are spun up into the air to land facing a random direction – usually pointing totally the wrong way!



▲ When the exclamation mark appears you're about to get hit with a weapon. Assuming it's not the pan, you can try and jump to avoid it.

boards and characters as and when you unlock them, and also check out the rumour site which gives you clues every time you complete a track. Some of these are fairly mundane but others give tips that can be essential for completing certain courses successfully.

Cool Runnings

The real disappointment with *Snowboard Kids 2* is the multiplayer game. In the original all the tracks were extremely playable with up to four players, but unfortunately that's not the case this time around. While some of the tracks – mainly the early ones – are fun and very playable, a lot of the new tracks are too narrow and too cluttered with confusing scenery in the small four-player windows to make the game quite so fun. This is a shame as the new tracks

The Four Faces Of Mr Dog

While all the characters have different outfits, Mr Dog's a little different. Go to the outfit selection screen for him and you can change from basic Mr Dog to the dog from the shooting game, Mr Pig and Mr Panda – so Mr Dog is actually four different characters in one!



► This robot is the final end of level boss. You need to reduce his health to zero before he gets to the finish line – oh, and he cheats!



That said though, don't pass this one by as it's great fun and has a lot of replay value. Even when you've finished the game the expert mode should keep you going for quite a while and the special boards you win for each of the tracks in this mode give you a lot of incentive to persevere.

More a one-player affair than the first game...

are great in one-player and it's just a shame that they're not as good when playing with friends.

Overall *Snowboard Kids 2* is great fun. The problems with the multiplayer are a shame as they slightly mar what is otherwise a top-notch, incredibly addictive game that should have been an excellent four-player title. As it is, *Snowboard Kids 2* is much more a one-player affair than the first game and if you're after the frantic four-player action you'd be better off getting the original.



▲ At the end of this track you need to leap across a moat. If you fail to make the jump on the last lap it can be incredibly frustrating.

Supplied by:
The Joypad
Contact info:
(01202) 311611



▲ Go into space where rockets are plentiful. For this track you get to snowboard on the rings of a planet!

2nd opinion

I enjoyed playing *Snowboard Kids* last year and this version definitely has made some improvements. It has more game options and a handful of extra weapons to enhance multiplayer games. Overall, a fun game for players of all age groups. **RUSSELL MURRAY**

Rating

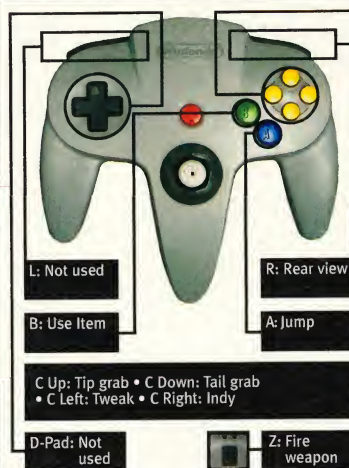


SNOWBOARD KIDS 2

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



Alternatives

Snowboard Kids: THE Games (£39.99)
Reviewed: Issue 11, 83%
Diddy Kong Racing: Nintendo/Rare (£49.99)
Reviewed: Issue 7, 86%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

80

Soundbite

Essentially an enhanced and expanded version of the first game – but still bloody good fun!

51



Ninfo

PLAYERS:



EXPANSION PAK:



RUMBLE:



Publisher:	Midway
Developer:	Midway
Game Type:	Racing
Origin:	US
Release:	Out Now (import)
Price:	£54.99

California Speed

Just when you thought it was safe to turn on your N64...

Once in a while a game comes along that makes people really stand up and take notice of the N64. This isn't one of them. *California Speed* is the next in the *Cruis'n* series which started with *Cruis'n USA*, continued with *Cruis'n World* and hopefully will end very soon.

In an apparent bid to lose the stigma attached to the previous two games, it's lost the fatal *Cruis'n* from the title and – presumably to try and improve the game this time around – the game engine from *Rush 2* has been used instead. The

result is slightly better than the previous two *Cruis'n* games, but not by much. The problem is that what made *Rush 2* – and the previous game, *San Francisco Rush* – successful was not the graphics but the free-roaming gameplay. And that's exactly what *California Speed* doesn't have.

Velocity Atrocity

The emphasis in *California Speed* can probably be guessed from the title; it's all about speed, and to that end each of the tracks is long and relatively straight. Bends are few and far between, thus allowing you to build up speed, but



▲ One of the tracks contains a huge aircraft carrier complete with fighter aircraft. Try and contain your excitement.

while this might be fun if you were behind the wheel of a real car, just driving fast in a videogame isn't enough.

The choice of cars is fairly wide, with vehicles ranging from a huge pickup truck down to a diddy little golf cart. While the cars all look different though, there's no way to check on their stats and the reason for this is apparently that they're all the same. Each car has the same top speed, the same handling and the same behaviour – you'd think for instance that if a golf cart tried to ram a muscle car it'd come off quite badly, but it's more than easy for the little cart to shove any larger vehicle off the road.

\$64,000 Question

- ⊕ It's quite fast
- ⊕ Easy to use colour-change facility
- ⊕ Attractive girl on the box
- ⊖ She's not in the game
- ⊖ Tracks are all very straight
- ⊖ Cars all perform the same
- ⊖ Computer cars run almost perfectly on latter part of lap
- ⊖ No decent crashes – ever!
- ⊖ No need to use brakes
- ⊖ No reverse gear
- ⊖ Only two players



▲ For a really fast ride you can switch to first-person view. Sadly there's no in-car option, though.



▲ Those Americans don't half build strange bridges! This one has holes in it that you can fall through.



Memory Options

MEMORY:

None

CONTROLLER PAK:
Stores tournament standings

Bird On The Box

In addition to two screenshots on the box, there's also what looks like a screenshot of an attractive woman. Before you get too excited, however, underneath the pic in very, very small type it says 'not actual screen shot' and sure enough, she's not in the game! Instead we get, and I quote, 'Three gorgeous California Babes... at every finish line!' The babes in question are minuscule blobs of colour who – while they might very well be at every finish line – hardly ever come into view! What a rip!



There is absolutely



▲ What racing game would be complete without a... volcano? What happened to the hot air balloons?

California Sneeze

In addition to racing opponents, there is also ordinary traffic on the road. But if you're thinking about serious highway destruction, think again. Shunt any vehicle and they fishtail twice then carry on. Ram someone head-on and both cars simply stop, after which you pass through the other vehicle and carry on!

The AI isn't up to much either. At the start all the cars jostle for position and occasionally crash as they block each other, but once the pack has thinned out they drive perfectly. If you're in the lead and you so much as scrape a wall, at least one CPU vehicle will appear from nowhere and overtake, and if you're more than halfway down the track you won't be able to win. The only



▲ It doesn't matter how big the other vehicles on the road are, if you hit them they wobble a bit and carry on.

► Pretty much everything has been done in the game to try and keep you moving. These trees just vanish when you hit them.



Supplied by:
The Joypad

Contact info:
(01202) 311611

◀ One of the tracks takes you through Silicon Valley, which contains a huge - you guessed it - computer.

Race Across California

When you successfully complete the California Cup (which is not so much a test of skill as of endurance) you get access to the California track. This either makes the state very small or you very big (depending on your point of view) and lets you race through cities the size of bungalows. While it's fun for about half a lap the novelty quickly wears off, and as it's difficult to work out which way the track is going because there are no markings and it quickly becomes frustrating.



no reason to buy this game!

2nd opinion

Just when you think it's all up, up for the N64, a piece of scat like *California Speed* appears and sends your enthusiasm crashing back down again. All the fun of a herpes outbreak and nowhere near as long-lasting. *California Speed* deserves a ticket! **ANDY McDERMOTT**

Rating



CALIFORNIA SPEED

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



Alternatives

Cruis'n USA: Nintendo (£34.99)
Reviewed: Issue 10, 22%
Cruis'n World: Nintendo (£49.99)
Reviewed: Issue 17, 24%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

45%

Soundbite

Not quite as bad as *Cruis'n USA* and *World*, but a tragedy for the N64 nonetheless!



▲ Fire off a nuke and it can be seen anywhere on the map. It's by far the most impressive weapon in the game.



▲ Once you've got allies it becomes important to identify your targets before you shoot. No friendly fire!



▲ Every few levels you have a bonus round. In this section you must destroy as many tanks as possible.

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher: 3DO

Developer: 3DO

Game Type: Shoot-'em-up

Origin: US

Release: Out now (Import)

Price: £54.99

BattleTanx

It's Vigilante 8 - with tanks!

After a deadly new virus sweeps the world, 99.9% of the female population is wiped out. As anarchy reigns and the apocalypse arrives, the surviving men gather into gangs to protect their women. By driving tanks.

At first look, *BattleTanx* is not very impressive. Graphically it's very shoddy,

dark and grimy with little to get excited about. However, the proof, as they say, is in the pudding, and the pudding in this case is gameplay.

Tanx For The Memory

When you begin the game it's just you in one tank against the world. The early missions are fairly simple. They either involve destroying a specific number of tanks or getting from one point on the map to another. As you progress, though, other tanks join you in your quest and the missions start to get a bit tougher.

Each gang has at least one woman known as the 'QueenLord' (which sounds a bit too much like 'girlie boy' if

you ask us, but then you didn't). As your army of followers grows, it becomes important for you to collect women (so much for feminism) and to that end you need to invade the strongholds of other gangs and capture their QueenLords. Then once you've got a woman, you need to keep her!

Obviously your tank, being a military vehicle, has a large cannon. In addition to this, you can also collect a variety of secondary weapons including some rather cool fly-by-wire missiles which you guide from behind. There's even a hugely powerful nuke which lights up the sky across the whole map when set off, devastating anything remotely near it.

Gameplay-wise *BattleTanx* is extremely playable. The learning curve is fairly well judged, with each mission presenting that much more of a challenge than the last. Aside from the graphics, the only disappointing aspect of the game is that you don't have control over more of the tanks. While you can control two - one attacking and one defending - it would have been nice to be able to switch between all of the tanks on the field, or at least to issue general orders to them.



▲ The guided missiles are brilliant. They fly for quite some distance, allowing you to find targets on the other side of the map.



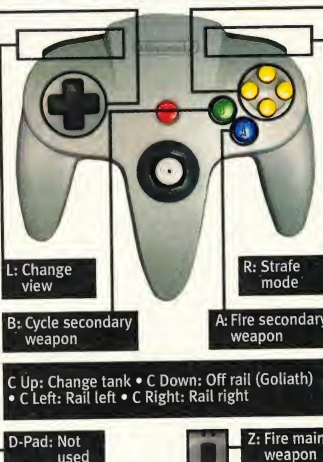
▲ When taking part in a multiplayer game, each participant can have their own team, or different players can team up.



▲ Most buildings can be destroyed. Inside them you usually find a pick-up of some sort, but there may also be turrets so watch out!

\$64,000 Question

- ⊕ Big, powerful tanks
- ⊕ A range of cool weapons
- ⊕ Lots of collateral destruction
- ⊕ Build from one tank to controlling a whole army!
- ⊕ Highly addictive deathmatch modes
- ⊕ Good learning curve
- ⊖ Substantial fogging
- ⊖ Very basic graphics

64 Bottom
Line
Controls

Alternatives

Vigilante 8: Activision (£39.99)
Reviewed: Issue 25, 90%
Goldeneye: Nintendo (£49.99)
Reviewed: Issue 5, 95%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

82

Soundbite

Bloody good fun with tanks – just a shame about the graphics!

Tank Girl

The tanks that you use to defend your QueenLord come in three handy sizes.

MOTOTANK

This is a hybrid – part tank, part motorcycle. It's very small and very fast, but has little armour and low firepower.

M1A1 ABRAMS

A compromise between armour, firepower and speed, this is the best all-round tank you can get and forms the bulk of each gang.

GOLIATH

One huge mutha! This beast is slow and heavily armoured with a nasty gun. It can be mounted on rails for fast lateral movement.



▲ The nuke is a terrifyingly powerful weapon. The problem is that you need to be some distance away when it goes off and tanks are quite slow.

left. The strangely named Family mode is basically a free-for-all where pick-ups take the place of the cannon and constantly regenerate for some over-the-top carnage.

Like the one-player game, the multiplayer modes are great fun, and can get quite hectic, particularly the Battlelord mode where you must keep one eye on your base at all times. While this game probably won't be to everybody's taste, if you like combat games then you should definitely give it a look. As a four-player game, while not in the same league as *Goldeneye*, it's nevertheless an awful lot of fun.

Grab A Girl!

The single-player game is only one part of *BattleTanx*. In addition to the solo Campaign mode, there are also four others; Deathmatch, Battlelord, Annihilation and Family mode. Each of these modes can be played with up to three other people, each choosing one of the gangs from Campaign mode. Deathmatch involves each player getting one tank at a time and the first to seven kills wins. Battlelord gives you



Once you've got a woman, you need to keep her!

two tanks, an offensive one which is replaced when you die and a defensive one, which isn't. In this mode you have to attack your opponents' bases and capture all the QueenLords. Annihilation mode is a little different in that you start off with all your lives at once. All the extra tanks operate under control of the CPU until you die, at which point you switch to one of the computer-controlled ones, assuming there are any

Supplied by:
Skill Academy
Contact info:
(0181) 567 9174

► In Annihilation mode when all your tanks are gone from the field it's game over – there's no need to be so insulting, though!



▲ The Goliath tank is pretty dangerous. The best way to take it out is to keep at a distance and hit it with guided missiles.

2nd opinion

BattleTanx may look like a dog's dinner – after it's passed through the whole of the dog – but it actually turns out to be quite playable. The one-player game has its moments, but the various deathmatch games are a great laugh. **ANDY McDERMOTT**

Rating



Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	GT Interactive
Developer	Midway
Game Type	Beat-'em-up
Origin	US
Release	May '99
Price	£39.99 (TBC)

\$64,000
Question

- ⊕ Impressively rendering monsters
- ⊕ Responsive controls
- ⊕ Excellent three-player carnage
- ⊕ 120 levels
- ⊕ Good variety of city defence forces
- ⊕ Some point to the game this time!
- ⊖ Gameplay can still get repetitive
- ⊖ It's possible to finish the game in under a day

▶ This is actually Earth, although you couldn't tell from the buildings! Only a trio of huge mutants can save us now!



▲ Each stage has a time limit, but instead of a timer you get hit by an airstrike! When time is short a siren sounds and in come the bombers!

Rampage: Universal Tour

Everyone's favourite mutants are back – and this time they're going to save the world!

When *Rampage: World Tour* arrived on the N64 about a year ago it was something of a disappointment. Although it had the three-player action which was such a draw in the arcades, it suffered from some major flaws. To start with the cities were all very similar, making the gameplay pretty repetitive. Also, the infinite supply of credits meant that you didn't have to worry about losing lives and made the whole process of foraging for food and avoiding the city defence forces pointless, because when you died you simply continued. And this in turn made the game extremely easy to complete.

Consequently, hopes weren't very high for the sequel to *World Tour*, *Rampage: Universal Tour* and it was with

a heavy heart that we plugged in the cartridge and turned on the machine...

But wait! What's this? New, impressively rendered, characters? A point to the game? An alien invasion? What's going on?

Terrorific!

Rampage: Universal Tour is one of those surprising games that makes you wonder whether developers might actually read reviews of their own titles, as opposed to saying "Pah! Who cares what anyone thinks, all the stupid people will still buy it!"

The first thing that hits you about the game is the vastly improved graphics. Forget the standard 2-D cartoons of the previous title – the monsters in this look almost real! The next thing you notice is that there are now some in-game objectives. Instead of just plodding through a hundred-odd screens of cities to finally receive a 'well done' message, there are various tasks to aim for. First thing on the agenda is the rescue of the three

characters from the previous game – George, Lizzie and Ralph – who after their adventures last time around have been imprisoned at strategic locations across the planet. Next (here's where the 'Universal Tour' thing comes in) the Earth gets invaded by aliens and the only thing standing in their way is, you guessed it, three huge mutants. As you move through the levels from this point, each city becomes more and more alien infested until you find yourself in a Canada with towering alien skyscrapers and not a human being in sight! From here it's off into space as our mutant heroes pursue the aliens back to their home planet.

It's mad, it's mindless,



▲ The airborne city defence forces are the most annoying. Take out an aircraft and lots of little men – or in this case, aliens – parachute out.



▲ The buildings in *Rampage: Universal Tour* all drop with a satisfying crash and a big cloud of smoke.

New Mutants On The Block

A refreshing feature of this latest *Rampage* game is the new mutant characters. To prevent them feeling left out, old favourites George, Lizzie and Ralph have had a makeover too!



Rather than giving you credits, this time around each monster gets three lives, with extra lives available via bonus rounds every ten or so levels. This does make the game a lot more tricky than the first *Rampage* title and means that you need to forage for food regularly to keep your energy levels high.

Mutantastic!

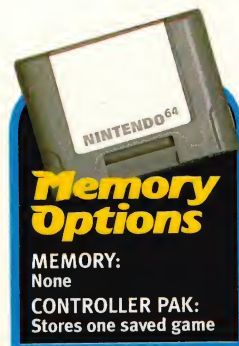
Another new addition to the game is that each monster has a special move. This can only be activated when their power bar has been filled and to build the power up you need to eat people.

but it's a lot of fun...

Despite the absence of credits and the increased toughness of the city defenders, it has to be said that once you've got the hang of this game, it can still be finished fairly quickly (we took about seven hours). However, *Rampage: Universal Tour* isn't meant to be the kind of game that you finish once and then never pick up again, it's an arcade game designed to be played over and over with your mates, so perhaps this isn't such a problem.

Certainly, the new characters, the special moves and the variety of

▲ The personnel carrier is fast and fires a constant stream of bullets. It's best to jump out of its way then attack from the rear.



landscapes and adversaries all go a long way towards making this an awful lot more fun to play than the previous game, particularly in three-player mode. Obviously it's nothing incredibly new, and if you've always hated the *Rampage* format then you're probably not suddenly going to love this offering.

However, *Rampage* fans looking for that essential destructive experience won't go far wrong with *Universal Tour*. It's mad, it's mindless, but it's a lot of fun. Certainly the best version of *Rampage* on the N64 to date.... er, out of the two.

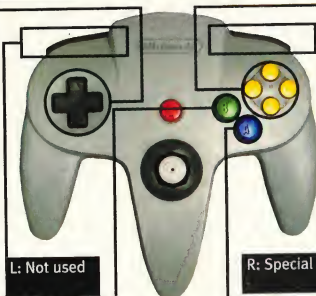
2nd opinion

Absolute crap. *Rampage* was mildly entertaining ten years ago in the arcades, but things have moved on. Expecting people to fork out good money for this brick of concentrated tedium is an outrage! Shun it, flee it, even gob on it – but whatever you do, don't buy it. **ANDY McDERMOTT**

Rating



64 Bottom Line Controls



L: Not used

R: Special

B: Punch

A: Jump

C Up: Not used • C Down: Kick • C Left: Not used • C Right: Not used

D-Pad: Walk/climb

Z: Not used

Alternatives

Rampage: World Tour: GT Interactive (£59.99)
Reviewed: Issue 13, 50%
Blast Corps: Nintendo (£59.99)
Reviewed: Issue 3, 80%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



70

Soundbite

A vast improvement over the first N64 version, but still a little too easy to complete.



▲ Each of the original mutants is imprisoned in a different part of the world. You need to find them and set them free!

► More or less everything in the game can be destroyed, including vehicles in the background and the foreground.



Written by:
Andy McDermott



Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	GT Interactive
Developer	Midway
Game Type	Racing
First Reviewed	Issue 22 (US)
Release	Out now
Price	£44.99

Are you going to Rush to the shops for it?

Rush 2

San Francisco Rush was a game that had a great idea but duff execution. Allowing – in fact, encouraging – players to venture off the track and nose around looking for secrets and shortcuts was a stroke of near-genius, as it meant you'd have to play the game for a long, long time

before you could truthfully claim you'd seen it all. Unfortunately, the actual handling of the cars seemed to have been programmed by somebody who had a vague idea of the concept of the automobile but never actually ridden in one. Maybe the Amish were doing a bit of coding on the side.

Rush 2 keeps the same idea behind the first game, but moves it beyond the confines of San Francisco and, almost as an afterthought, makes the cars easier to steer. The objective is straightforward racing, against a gaggle of opponents who find it easier to get around corners than you, but in order to obtain extra vehicles and secret tracks it's necessary to take your car into hidden corners and unexpected alleyways to collect bonus items.

Rush 'n' Roulette
Aside from the wider range of racetracks, which are spread across the States from Hawaii to a brace of New York City routes, there are also new fantasy tracks designed specially for



▲ We think the round tower is the Capitol Records building in LA. Just popping in to buy a few CDs...

stunts. The Halfpipe combines skateboarding with racing on a course that's full of, er, halfpipes. *Crash* is designed to torture your car to the limit with its humps, crossroads and tight bends, and the Stunt track pits you against the clock as you try to make as many jumps, flips, rolls and generally impressive stunts as possible before time runs out.

Although the tracks are more varied than in the first game, and the graphics slightly improved, the exploration aspect seems to have been toned down. *SF Rush*'s tracks were full of ramps that could fling you into new areas and take you well off the map, but in *Rush 2* these sections are comparatively few and far between. Most of the time,

NINTENDO 64

Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves player details and game status



▲ Although there aren't as many hidden sections as in *SF Rush*, there are still a few, like this military base in Hawaii.



▲ The Strip in Las Vegas is as garish as its real-life counterpart. No real casinos, though – they're all copyrighted!

▼ The Halfpipe track is tough just to get around – you have to go up the pipes for the best time, but it's very easy to crash.



The cars can now act



▲ Car customisation is fairly limited, but you can produce some quite vile colour schemes, like this lime green and puce example.



alternate routes are in plain view and the keys that earn you secrets are just stuck between buildings.

The biggest change is in the handling of the cars. Big news this time round – they can actually turn corners! Rather a basic requirement for a car, you might think, but in the first *Rush* game a steering wheel seemed to be an optional extra. Tight corners required you to pull on the handbrake, which might have resulted in crowd-pleasing 90° turns, but was a complete pain in play. *Rush 2*'s steering is much improved, although it's still some way short of the kind of razor-sharp response found in *Beetle Adventure Racing* or *F-1 World Grand Prix*.

Bum's Rush

Rush 2 also has a two-player game on offer, which manages to keep up the speed of the one-player event without too much trouble. Wandering off the track in this mode isn't really encouraged, however, as for the most part any sneaky shortcuts you discover don't gain you that much of a time advantage. It's definitely playable, but compared to *Beetle Adventure Racing* it's got a rather dated feel.

ually turn corners?



▲ The objective on the Stunt track is to dazzle onlookers by flinging your car in the air and landing, however briefly, in one piece.

▲ Swerving to avoid Clint Eastwood breaking out and Sean Connery and Nicolas Cage breaking in, this driver comes a cropper on the Rock.



PAL Performance

How does the UK version compare in terms of speed to the import cart?
Borders: Tiny
Speed: Same as American

Four-Wheel Fools

One good thing about *Rush 2* is that the computer-controlled cars are just as stupid as any human driver! Blasting through Seattle, the two cars ahead of you go over a jump...



...only to realise, way too late to do anything about it, that they're trying to land in the same place at the same time...



...and boom. Two unlucky dopes end up in flames while you nip past and gain two places. Sound!



In fact, that could be said of *Rush 2* as a whole. Playable, yes, but about as cutting edge as a year-old razor. *Beetle Adventure Racing* takes the same idea and does it a lot better, so unless you have a pathological hatred of the Peoples' Car you'd be a lot better off with EA's new baby.

2nd opinion

When this came in on import I have to admit that I loved it, and the UK version doesn't lose anything. In the interim however, we've had *Beetle Adventure Racing*, which is an altogether superior product. That said, if you liked *San Francisco Rush* you'll love this! **ROY KIMBER**

Rating



64 Bottom Line Controls



L: Change view

B: Brake

C Up: Abort • C Down: Reverse • C Left: Not used • C Right: Horn

D-Pad: Select

R: Gear up

A: Accelerate

Z: gear down

Alternatives

Beetle Adventure Racing: EA (£39.99)
Reviewed: Issue 25, 92%
SCARS: Ubi Soft (£44.99)
Reviewed: Issue 21, 87%

Rating Graphics



Audio



Gameplay



Challenge



Overall

80%

Soundbite

Enjoyable driving action that looks rather dated.



▲ The remaining Spice Girls set out to destroy Ginger's holiday in Austria.

What, *another* snowboarding game? The really weird thing is that they're all distributed in the UK by the same company!

Twisted Edge Snowboarding offers six different courses, plus a halfpipe track for the stunt-obsessed. Unlike Nintendo's *1080° Snowboarding*, the race tracks change each time you beat them, with new routes opening up and additional hazards appearing along the way to challenge you. *Twisted Edge* is a rather more arcade-style affair than *1080°*, the control of the boarders being much more forgiving than in Nintendo's title. Landings after a jump don't have to be perfect in order for you to stay upright, and it's possible to clip obstacles and keep going, in sharp contrast to *1080°*'s insta-tumble routine.

Twisted Edge Snowboarding is also a bit less serious than its hardcore boarding counterpart. The courses have

Twisted Snowb

Snowboarders hurl themselves from mountains!

all been given porn star-like names, for a start, and some of the hazards you encounter on your way down the hill are decidedly wacky – there's a crashed UFO stuck in the snow on one track. Don't get too close – remember what happened in *The Thing*?

Board Stupid

Twisted Edge Snowboarding might look nice – it's arguably more appealing visually than *1080° Snowboarding*, which itself wasn't at all bad – but beneath the snow-dusted mountain vistas are some nasty, sharp, board-breaking rocks. The most obvious problem is the game's lack of speed overall. Even if you hurl yourself from a helicopter, getting your boarder going



▲ Hot two-player action as player 1 does, er, something, and player 2 does, um, something else. On snow, mind.

takes ages, and even when your duuuuuude is finally heading downhill at full pelt it's less of a death-defying extreme sport and more of a toboggan ride at the local park.

Should your boarder get knocked over for whatever reason, the problem of gaining speed repeats itself, and can actually be worse if you've had the bad fortune to go down on a flat piece of land. While you're standing there with both feet strapped to a plank, the other boarders zoom – well, go, at least – past on their way to the finish.

While *Twisted Edge*'s arcade-style control system makes it a lot easier to get into than *1080°*, it also means that there's a lot less room for skilful play. Much of *1080°*'s appeal came from the



▲ Nick the designer realised his days were numbered when he put another *War And Peace*-length caption box for Andy to fill.



▲ Walking like an Egyptian – guaranteed to increase your speed!



▲ Bones snap, muscles tear, expensive anoraks torn to ribbons, Oakley sunglasses smashed beyond repair. Still, got to laugh.

Even Snowboard



PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: None

Speed: Same as US

Edge boarding



◀ The snowboarders' laughs were cut short when the Huey gunship strafed them with minigun fire.

very precise control over the stance of your boarder, which dramatically affected how the board behaved. *Twisted Edge*, on the other hand, doesn't really offer much more than a slight crouch to increase speed, which gives a distinctly mechanical feel to racing. First there was Robocop, now there's Roboboarder!

Avalanche

The two-player side of things is similar in play to the one-player game. Like *1080°* it knocks out some of the trackside details in order to keep the speed up, but for the most part it manages to maintain the pace without filling the screen with excessive amounts of fog. The problem is that the pace it maintains is the same lethargic one as the one-player game. Oops.

Ultimately, *Twisted Edge Snowboarding* just isn't very exciting. Presumably it's not realistic in that regard, since that would otherwise mean that snowboarders have been feeding us

Kids needed more skill!



▲ Bryce wasn't sure whether he would ever be entirely comfortable with snowboarding in Australia.



▲ "The experiment worked! If I stick buttered toast to my jumper dry side down I can levitate!"

2nd opinion

I begged Andy not to make me play this game again, but did he listen? To be honest, it hasn't changed over the import version. It still looks attractive but has all the excitement of a dead tortoise race. If snowboarding's your thing, stick with *1080°*. **ROY KIMBER**

Rating



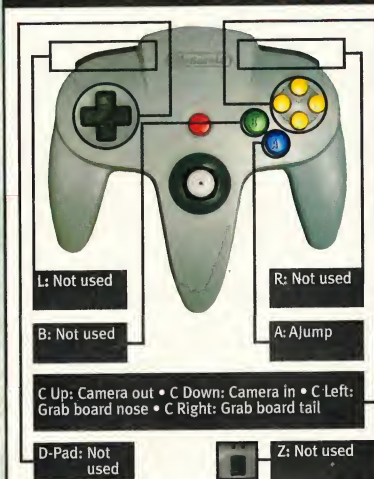
Memory Options

MEMORY:
Saves progress
CONTROLLER PAK:
N/A

▼ Another massive caption. Nick looked up in surprise when he noticed the laser spot dancing over his heart, but too late...



64 Bottom Line



Alternatives

1080° Snowboarding: Nintendo (£39.99)
Reviewed: Issue 17, 82%
Snowboard Kids: THE Games (£39.99)
Reviewed: Issue 11, 83%

Rating Graphics



Audio



Gameplay



Challenge



Overall %

70

Soundbite

If you want to catch some righteous air, catch *1080°* instead!

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cheat central



PLAYERS' GUIDES

Racing Simulation: Monaco Grand Prix

73 We take you round those world famous tracks.

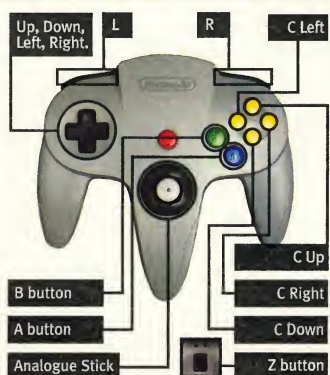


Vigilante 8

82 Knock seven bells out of the coyotes' cars.



Pad at a glance



BEETLE ADVENTURE RACING

The most enjoyable racing game on the N64, by far! This *Need For Speed*-like has hidden depths, so here are a few top tips.



CHEAT MENU

Start a one-player championship and while racing on Coventry Cove look for the barn with the two piles of hay in front of it. Drive through the pile on the left to break a crate with a daisy on it. Finish the race and select 'Options'. There will now be an entry marked 'Cheats'.

UNLOCK NEW CARS

Beat Championship Mode on Novice and Advanced to unlock different Beetles, including the Racing Beetle, the 4x4 Beetle and Number 8.

ALIEN BEETLE

Successfully complete the Professional Championship and once you've conquered Metro Madness, the Alien Beetle will be available.

POLICE BEETLE

We said this game is like *Need For Speed*, and EA has even included a hidden Police Beetle in the game! Beat all the standard Championships to unlock a new 'Bonus' mode. Beat this new mode and you'll have access to the fastest car in the game, the Police Beetle. Now when racing, if you hold down C Left you'll turn on the siren and the others cars will pull over!

OPEN NEW BATTLE STAGES

Enter Championship mode and smash all the bonus boxes on each track. Get all 100 points on a course to unlock a new battle stage. You don't need to finish first, but you mustn't drop too far behind the pack or you get disqualified. If you use the Police Beetle to do this, you can force other cars to pull over and thus take your time collecting boxes.

VIEW MODE

Race on Inferno Isle and in the town area, jump your car diagonally right onto the building with the flat roof. Reverse up to break the hidden daisy crate and you'll activate the View Mode cheat on the cheat menu. From here you can select Normal, Fisheye and Tunnel view mode.



CALIFORNIA SPEED

Not the most impressive title in the history of videogames! However, some people are doubtless still going to buy it. So here, for you sadly misguided individuals, are some cheats!

SQUIRREL CAR

Complete the Light Series.

MOUNTAIN DEW PICK-UP

Complete the Heavy Series.

FIVE-O CAR

Complete the Sport Series.

SEMI TRUCK

Complete the California Cup



V-RALLY EDITION '99

This racing game was a bit of a disappointment when it arrived for review, but still fairly good fun.

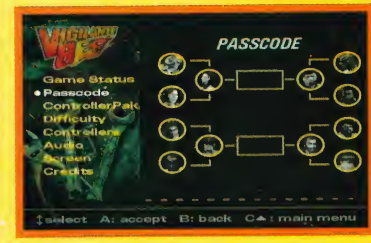
CHEAT MODE

Push L and R, C Left, C Right, L and R on the screen where the Press Start message is displayed. Then press Start and hold Z and repeatedly tap L on the mode selection screen until the message "Cheat Mode" appears. You can now access hidden cars and new game modes.

Vigilante 8

It's vehicular carnage on a grand scale in this car combat game. Here are a few codes to enhance your experience:

ALL CARS
Put in GANGS_UNLOCKED as a password to get all the cars except the UFO.



Y THE ALIEN
If you can't be bothered to complete quest mode with all the characters, try putting in GIMME_DA_ALIEN as a password. You now have control of a genuine UFO!

SAME VEHICLES IN MULTIPLAYER
Try MIX_MATCH_CARS as a password.

MISSILE POWER-UP
Enter MISSILE_ATTACK on the password screen.

INVINCIBILITY
Type in LIVING_FOREVER as a password.

QUICK FIRING WEAPONS
Put in the phrase FIRE_NO_LIMITS as a password.

LOW GRAVITY
Try A_MOON_GETAWAY on the password screen.



NO ENEMIES
Use POPULATION_OUT as a password for a very quiet game.

SLOW MOTION MODE
Put in GO_REALLY_SLOW as a password.

EXPERT MODE
Input I_AM_TOUGH_GUY on the password screen.

LEVEL SELECT
Try entering LEVEL_SHORTCUT as a password.

VIEW ENDING SEQUENCES
Put in the password LONG_SLIDESHOW.

ULTRA-HIGH RESOLUTION MODE
Put in MAX_RESOLUTION as a password for the most impressive graphics.



Normal Resolution Mode



High Resolution Mode



Ultra High Resolution Mode

Snowboard Kids 2

Those crazy kids are back, and they've got some new friends! Here's the lowdown on this mad multiplayer racer...

ALL CHARACTERS, TRACKS, AND SNOWBOARDS
On the title screen push Z, B, C Up, Down, analogue stick Left, analogue stick Right, Up, R, Z, A.

PLAY AS MR PENGUIN
Beat Mr Penguin in the training season to make him a selectable character in multiplayer mode.

PLAY AS DAMIEN
To assume the persona of the evil Damien, successfully complete the Story mode.

PLAY AS MR DOG
Complete the Shoot Cross skill mode using only one paper per mailbox.



EXPERT MODE
Finish Story mode to unlock the hidden Expert difficulty mode.

SPECIAL SNOWBOARDS
Finish the following tracks on Expert mode to unlock the corresponding special board.

SNOWBOARD	FEATURE	TRACK
Poverty	Subtracts money	Sunny
Feather	More air	Turtle Island
Ice	Slippery	Snowman Boss
Star	No special features	Wendy's House
Rich	Adds money	Linda's Castle
Dragon	Rockets and wings	Dinosaur Boss
Ninja	Invisibility	Starlight Highway
Charm	Ghosting protection	Haunted House
High-Tech	Speed Fan	Mecha-Damien

WWF WARZONE

Will the wrestling games never end? Probably not. Here's an interesting cheat though...

PLAY AS TUROK
Win the WWF title under challenge mode on hard difficulty using the Trainer, and the fabled Indian will be yours!

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66

Take your place on the paper podium that is... ScoreZone!

● Welcome to yet another nail-bitingly exciting Scorezone page! Congratulations to **Richard Dunn** from **New Leake** for aceing every track on **F-Zero X** (well... apart from the Death Race course, but as that's a different mode we'll let him off). It has to be said that a lot of the scores Richard beat were actually his own, mainly due to the fact that he's been sending in about three videos per month for some time now. Well done Richard, you've got a top time on all the tracks, no one else has come anywhere close to you, and you're this month's Ultimate Player... now try a different game! We don't want to see any more **F-Zero X** times from you until someone beats your current ones! Any that we do receive will be fed to our Art Editor Nick.

ENTER THE ZONE!

Follow these easy steps for achieving entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time
- Send the proof of your prowess to **64 ScoreZone**, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS
- Include an SAE if you want your photos/videos back

64 SCOREZONE PINBOARD

- 1 Adam Charlton
- 2 Magnus Smith
- 3 Jeffrey Van Der Aa
- 4 Chris La Rosa
- 5 Richard Dunn
- 6 Ian Russell

F-ZERO WGP Fastest Laps

ALBERT PARK, AUSTRALIA 0:41:68 Chris Dunn, New Leake 0:52:16 Jan-Erik Spangberg, Sweden 1:05:06 Kristoffer Thorbjornsen, Kirkcaldy 1:07:36 Alan Dundas, Arbroath 1:08:36 Matthys ten Ham, The Netherlands	HOCKENHEIM, GERMANY 0:46:12 Chris Dunn, New Leake 0:48:92 Andy Green, Sittingbourne 1:03:54 Jan-Erik Spangberg, Sweden 1:18:16 Kristoffer Thorbjornsen, Kirkcaldy 1:18:54 Alan Dundas, Arbroath
INTERLAGOS, BRAZIL 0:39:24 Chris Dunn, New Leake 0:47:40 Jan-Erik Spangberg, Sweden 1:00:52 Kristoffer Thorbjornsen, Kirkcaldy 1:01:69 Alan Dundas, Arbroath 1:03:31 Matthys ten Ham, The Netherlands	HUNGARORING, HUNGARY 0:44:12 Chris Dunn, New Leake 0:45:29 Jan-Erik Spangberg, Sweden 0:48:64 Andy Green, Sittingbourne 1:00:84 Chris Devereux-Cooke, Witham 1:02:20 Alan Dundas, Arbroath
BUENOS AIRES, ARGENTINA 0:38:63 Chris Dunn, New Leake 0:46:75 Jan-Erik Spangberg, Sweden 1:05:06 Kristoffer Thorbjornsen, Kirkcaldy 1:05:26 Alan Dundas, Arbroath 1:06:87 Matthys ten Ham, The Netherlands	SPA-FRANCORCHAMPS, BELGIUM 1:03:82 Chris Dunn, New Leake 1:13:25 Andy Green, Sittingbourne 1:13:63 Jan-Erik Spangberg, Sweden 1:24:66 Kristoffer Thorbjornsen, Kirkcaldy 1:26:67 Matthys ten Ham, The Netherlands
IMOLA, SAN MARINO 0:43:72 Chris Dunn, New Leake 0:55:37 Jan-Erik Spangberg, Sweden 1:06:96 Kristoffer Thorbjornsen, Kirkcaldy 1:08:40 Alan Dundas, Arbroath 1:08:76 Matthys ten Ham, The Netherlands	MONZA, ITALY 0:44:00 Chris Dunn, New Leake 0:48:03 Andy Green, Sittingbourne 0:53:36 Jan-Erik Spangberg, Sweden 1:04:40 Alan Dundas, Arbroath 1:05:33 Kristoffer Thorbjornsen, Kirkcaldy
MONT CARLO, MONACO 0:42:68 Chris Dunn, New Leake 0:51:69 Jan-Erik Spangberg, Sweden 1:00:68 Sean Devereux-Cooke, Witham 1:00:89 Alan Dundas, Arbroath 1:03:17 Matthys ten Ham, The Netherlands	A1-RING, AUSTRIA 0:41:04 Chris Dunn, New Leake 0:43:28 Jan-Erik Spangberg, Sweden 0:55:93 Matthys ten Ham, The Netherlands 0:56:84 Alan Dundas, Arbroath 0:58:52 Kristoffer Thorbjornsen, Kirkcaldy
BARCELONA, SPAIN 0:47:79 Chris Dunn, New Leake 0:51:61 Jan-Erik Spangberg, Sweden 1:08:08 Kristoffer Thorbjornsen, Kirkcaldy 1:09:19 Alan Dundas, Arbroath 1:09:33 Sean Devereux-Cooke, Witham	NURBURGRING, LUXEMBOURG 0:43:55 Chris Dunn, New Leake 0:47:77 Jan-Erik Spangberg, Sweden 1:02:20 Jon Quarrie, Stapleford 1:02:95 Sean Devereux-Cooke, Witham 1:03:01 Kristoffer Thorbjornsen, Kirkcaldy
MONTREAL, CANADA 0:37:80 Chris Dunn, New Leake 0:45:48 Andy Green, Sittingbourne 0:48:09 Jan-Erik Spangberg, Sweden 0:58:89 Alan Dundas, Arbroath 0:59:61 Kristoffer Thorbjornsen, Kirkcaldy	SUZUKA, JAPAN 0:58:32 Chris Dunn, New Leake 1:02:42 Andy Green, Sittingbourne 1:03:18 Jan-Erik Spangberg, Sweden 1:16:35 Alan Dundas, Arbroath 1:17:07 Matthys ten Ham, The Netherlands
MAGNY-COURS, FRANCE 0:34:54 Chris Dunn, New Leake 0:45:51 Andy Green, Sittingbourne 0:46:81 Jan-Erik Spangberg, Sweden 0:58:53 Alan Dundas, Arbroath 0:59:09 Kristoffer Thorbjornsen, Kirkcaldy	JEREZ, EUROPE 0:48:09 Chris Dunn, New Leake 0:50:20 Jan-Erik Spangberg, Sweden 1:05:44 Alan Dundas, Arbroath 1:05:58 Jon Quarrie, Stapleford 1:07:68 Matthys ten Ham, The Netherlands
SILVERSTONE, GREAT BRITAIN 0:39:19 Chris Dunn, New Leake 0:49:04 Jan-Erik Spangberg, Sweden 1:01:25 Alan Dundas, Arbroath 1:01:92 Matthys ten Ham, The Netherlands 1:03:19 Kristoffer Thorbjornsen, Kirkcaldy	BONUS TRACK 0:36:74 Chris Dunn, New Leake 0:38:71 Andy Green, Sittingbourne 0:45:48 Alan Dundas, Arbroath 0:46:08 Chris Devereux-Cooke, Witham 0:48:73 Jon Quarrie, Stapleford

Wetrix

CLASSIC 137278925 James Ellis, Pinner 48104283 David Baker, Great Knowley 42171264 Christine Allum, Rickmansworth 3127208 Mans Ericsson, Sweden 2874158 Darren Cooper, Anfield	PRO 644326 Mans Ericsson, Sweden
1 MINUTE CHALLENGE 9257 Pauline Cruise, Rotherham 7636 Mans Ericsson, Sweden	HALF FULL DRAIN 1550024 Mans Ericsson, Sweden

Yoshi's Story

37424 Danny Dunn, Boston 35998 Richard Dunn, Boston 35460 Benny Qvistoff, Copenhagen 33234 Steven Dijkerman, The Netherlands 29266 Michael Williams, Exeter

Extreme G

CITY 1 2:03:91 2:05:40 2:05:81 2:08:73 2:09:65	Sam Doyle, Glossop Jon Burrows, Queensland Michael Williams, Exeter Joe Young, Bickerton Karl Watt, Shetland
CITY 2 3:08:95	Jon Burrows, Queensland
CITY 3 2:08:83	Jon Burrows, Queensland
DESERT 1 2:02:68 2:02:88	Jon Burrows, Queensland Michael Williams, Exeter
DESERT 2 1:59:76	Jon Burrows, Queensland
DESERT 3 2:33:01	Jon Burrows, Queensland
SPACE STATION 1 2:08:36	Jon Burrows, Queensland
SPACE STATION 2 2:15:95	Jon Burrows, Queensland
SPACE STATION 3 2:50:78	Jon Burrows, Queensland

Top Gear Rally

COASTLINE

02:30:55 Gavin Deadman, Biggin Hill
02:37:07 Chris Dunn, New Leake
02:39:50 Kristoffer Thorbjornsen, Scotland
03:40:42 Jason Larosa, Pembroke
03:40:70 Jan-Erik Spangberg, Sweden

STRIP MINE

02:43:03 Chris Dunn, New Leake
02:52:79 Jason Larosa, Pembroke
02:59:43 Jan-Erik Spangberg, Sweden



03:02:79 Chris La Rosa, Hundelton
03:05:58 Kuljit S Athwal, Dundee

JUNGLE

04:15:73 Chris Dunn, New Leake
05:04:39 Gavin Deadman, Biggin Hill
05:08:10 Chris La Rosa, Hundelton
05:10:74 Jason Larosa, Pembroke
05:14:02 Andy Green, Kent

MOUNTAIN

04:52:82 Chris Dunn, New Leake
06:05:59 Chris La Rosa, Hundelton
06:13:83 Andy Green, Kent
06:27:76 Gavin Deadman, Biggin Hill
06:29:16 Kuljit S Athwal, Dundee

DESERT

04:45:18 Chris Dunn, New Leake
05:53:39 Chris La Rosa, Hundelton
05:56:59 Andy Green, Kent
05:58:52 Gavin Deadman, Biggin Hill
06:05:43 Kuljit S Athwal, Dundee

Wave Race

SUNNY BEACH

1:00:782 Alan Dundas, Arbroath
1:05:765 Mark Bonnes, East Kilbride
1:05:956 Gavin Deadman, Biggin Hill
1:12:026 Charles Nuttall, Oldham
1:15:919 Ruaidhri Dunn, Enfield

SUNSET BAY

1:03:925 Alan Dundas, Arbroath
1:09:152 Gavin Deadman, Biggin Hill
1:11:620 Mark Bonnes, East Kilbride
1:18:501 Charles Nuttall, Oldham
1:23:506 Ruaidhri Dunn, Enfield

DRAKE LAKE

1:09:305 Alan Dundas, Arbroath
1:12:527 Gavin Deadman, Biggin Hill
1:12:902 Ross McKinstry, Arbroath
1:18:954 Mark Bonnes, East Kilbride
1:23:902 Charles Nuttall, Oldham

GLACIER COAST

1:29:522 Alan Dundas, Arbroath
1:36:655 Douglas Bonnes, East Kilbride
1:39:393 Charles Nuttall, Oldham
1:42:218 Jan-Erik Spangberg, Sweden
1:43:173 Ruaidhri Dunn, Enfield

PORT BLUE

1:29:903 Charles Nuttall, Oldham
1:30:304 Mick Smith, Worcester
1:38:255 Ruaidhri Dunn, Enfield
1:40:468 Gavin Deadman, Biggin Hill
1:44:031 Russell Auld, Lochwinnoch

SOUTHERN ISLAND

1:17:721 Gavin Deadman, Biggin Hill
1:20:020 Mick Smith, Worcester
1:25:361 Alan Dundas, Arbroath
1:25:820 Charles Nuttall, Oldham
1:31:904 Ruaidhri Dunn, Enfield

TWILIGHT CITY

1:46:449 Gavin Deadman, Biggin Hill
1:47:538 Ruaidhri Dunn, Enfield
1:48:406 Simon Blakeney, Basingstoke
1:51:806 Jon Quarrie, Stapleford
1:52:164 Gautam Rishi, Gerrards Cross

MARINE FORTRESS

1:27:854 Ruaidhri Dunn, Enfield
1:30:372 Gavin Deadman, Biggin Hill
1:31:075 Charles Nuttall, Oldham
1:33:918 Gautam Rishi, Gerrards Cross
1:36:064 Jon Quarrie, Stapleford

Snowboard Kids

ROOKIE MOUNTAIN

0:26:43 Rob Pierce, Salisbury
0:26:56 Kevin Seeneey, Bury St Edmunds
0:26:63 Kenneth Dundas, Arbroath
0:27:23 Jay Scott, Fort William
0:27:33 David Dennison, Welwyn Garden City

BIG SNOWMAN

1:37:23 Kevin Seeneey, Bury St Edmunds
1:37:43 Rob Pierce, Salisbury
1:39:30 Jay Scott, Fort William
1:41:26 David Dennison, Welwyn Garden City
1:41:33 Kenneth Dundas, Arbroath



SUNSET ROCK

1:35:23 Kevin Seeneey, Bury St Edmunds
1:37:63 Jay Scott, Fort William
1:38:50 Rob Pierce, Salisbury
1:40:56 John Brennan, Bicester
1:53:70 John Lambregts, The Netherlands

NIGHT HIGHWAY

1:29:36 Kevin Seeneey, Bury St Edmunds
1:31:43 John Lambregts, The Netherlands
1:31:60 Rob Pierce, Salisbury
1:32:66 Kenneth Dundas, Arbroath
1:33:30 Jay Scott, Fort William

GRASS VALLEY

1:41:63 Kevin Seeneey, Bury St Edmunds
1:42:26 Rob Pierce, Salisbury
1:44:86 Kenneth Dundas, Arbroath
1:45:43 John Lambregts, The Netherlands
1:46:83 Joe Young, Bickerton

DIZZY LAND

1:35:83 Kevin Seeneey, Bury St Edmunds
1:36:20 John Lambregts, The Netherlands
1:36:43 Rob Pierce, Salisbury
1:37:33 Jay Scott, Fort William
1:37:43 Kenneth Dundas, Arbroath

QUICKSAND VALLEY

0:34:30 Kevin Seeneey, Bury St Edmunds
0:37:10 Rob Pierce, Salisbury
0:37:40 John Lambregts, The Netherlands
0:37:83 Kenneth Dundas, Arbroath
0:40:50 Daniel Syversen, Norway

SILVER MOUNTAIN

0:45:63 Kevin Seeneey, Bury St Edmunds
0:45:80 John Lambregts, The Netherlands
0:46:63 Jan-Erik Spangberg, Sweden
0:46:86 Kenneth Dundas, Arbroath
0:47:33 David Dennison, Welwyn Garden City

NINJA LAND

0:22:93 John Lambregts, The Netherlands
0:23:06 Rob Pierce, Salisbury
0:23:93 Kevin Seeneey, Bury St Edmunds
0:24:50 Kenneth Dundas, Arbroath
0:24:43 Kristoffer Thorbjornsen, Kirkcaldy

ANIMAL LAND TRICK SCORE

5520 Robert Gallagher, Southampton
4484 Kevin Seeneey, Bury St Edmunds
4352 Joe Young, Bickerton
2704 Mike Brear, Wirral

Goldeneye

FACILITY - 00 LEVEL!

1:07 Matthew Stevenson, Bournemouth
1:10 Matthys ten Ham, The Netherlands
1:11 Stephen Hill, Maidstone
1:12 Michael Williams, Exeter
1:12 Jon Burrows, Queensland

BELOMORYE DAM

0:56 James Hurst, Surrey
0:56 Matthys ten Ham, The Netherlands
0:56 Richard Lovelock, Newbury
0:56 Jon Burrows, Queensland
0:57 Zack King, Surrey

FACILITY

0:55 Matthew Stevenson, Bournemouth
0:58 Matthys ten Ham, The Netherlands
0:59 Jon Quarrie, Stapleford
0:59 Neil Friedman, Whitefield
1:00 Michael Williams, Exeter

RUNWAY

0:24 Michael Williams, Exeter
0:25 Mike Geisler, Australia
0:25 Matthys ten Ham, The Netherlands
0:25 Sam Doyle, Glossop
0:25 Alex Fuller, Gillingham

SURFACE 1

1:07 Danny Dunn, Boston
1:10 Matthys ten Ham, The Netherlands
1:11 Matthew Stevenson, Bournemouth
1:13 Neil Friedman, Whitefield
1:13 Andrew Joules, Weston-Super-Mare

BUNKER 1

0:21 Andrew Joules, Weston-Super-Mare
0:22 Matthys ten Ham, The Netherlands
0:23 Matthew Stevenson, Bournemouth
0:23 Jon Quarrie, Stapleford
0:24 Michael Williams, Exeter

LAUNCH SILO

1:26 Michael Williams, Exeter
1:27 Matthys ten Ham, The Netherlands
1:31 Matthew Stevenson, Bournemouth
1:32 Alan Dundas, Arbroath
1:33 Danny Dunn, Boston

FRIGATE

0:31 Matthys ten Ham, The Netherlands
0:34 Adam Tucker, Great Yarmouth
0:35 Matthew Stevenson, Bournemouth
0:35 Michael Williams, Exeter
0:35 Neil Friedman, Whitefield

SURFACE 2

0:57 Daniel Dunn, New Leake
0:58 Paul Nicholls, Coventry
0:58 Matthys ten Ham, The Netherlands
0:58 Jon Burrows, Queensland
0:59 Andrew Joules, Weston-Super-Mare

BUNKER 2

0:26 Danny Dunn, Boston
0:31 Michael Williams, Exeter
0:31 Andrew Joules, Weston-Super-Mare
0:32 Matthew Stevenson, Bournemouth
0:32 Neil Friedman, Whitefield

STATUE PARK

2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, Boston
2:39 Raymond Burton, Stocksbridge
2:39 Neil Friedman, Whitefield
2:40 Andrew Joules, Weston-Super-Mare

MILITARY ARCHIVES

0:20 Matthew Stevenson, Bournemouth
0:20 Matthys ten Ham, The Netherlands
0:21 Michael Williams, Exeter
0:21 Sam Doyle, Glossop
0:21 Jon Burrows, Queensland

STREETS

1:14 Danny Dunn, Boston
1:17 Matthys ten Ham, The Netherlands
1:17 Andrew Joules, Weston-Super-Mare
1:18 Jon Quarrie, Stapleford
1:19 Michael Williams, Exeter

DEPOT

0:30 Sam Doyle, Glossop
0:30 Jon Burrows, Queensland
0:31 Michael Williams, Exeter
0:31 Richard Lovelock, Newbury
0:31 Matthys ten Ham, The Netherlands

TRAIN

1:37 David Hetherington, Coventry
1:38 Sam Doyle, Glossop
1:40 Jon Quarrie, Stapleford
1:42 Matthew Stevenson, Bournemouth
1:43 Jon Burrows, Queensland

JUNGLE

1:10 Richard Dunn, New Leake
1:14 Sam Doyle, Glossop
1:18 Daniel Doyle, Glossop
1:18 Karl Watt, Shetland
1:19 Neil Friedman, Whitefield

CONTROL CENTRE

4:27 Richard Dunn, New Leake
4:32 Andrew Joules, Weston-Super-Mare
4:42 Karl Watt, Shetland
4:49 Jon Quarrie, Stapleford
4:50 Chris Dawson, NSW Australia

WATER CAVERNS

1:08 Danny Dunn, Boston
1:09 Jon Quarrie, Stapleford
1:09 Matthys ten Ham, The Netherlands
1:09 Andrew Joules, Weston-Super-Mare
1:10 Kenneth Dundas, Arbroath

CRADLE

0:49 Richard Dunn, New Leake
0:51 Jon Burrows, Queensland
0:52 Matthys ten Ham, The Netherlands
0:54 Sam Doyle, Glossop
0:55 Neil Friedman, Whitefield

Agent: James Bond
Mission 7: Cuba
Part IV: Antenna Cradle

STATISTICS:
Time: 00:49
Target: 02:15 (Best Time: 00:19)

AZTEC COMPLEX

2:54 Richard Dunn, New Leake
3:14 Magnus Smith, Shetland
3:15 Karl Watt, Shetland
3:55 James Eyre, Donington Le Heath
3:59 Sam Doyle, Glossop

Agent: James Bond
Mission 8: Teotihuacan
Part I: Aztec Complex

STATISTICS:
Time: 00:02
Best Time: 03:14

EGYPTIAN TEMPLE

1:00 Andrew Joules, Weston-Super-Mare
1:01 Michael Williams, Exeter
1:02 Adam Tucker, Great Yarmouth
1:02 Matthew Stevenson, Bournemouth
1:02 Karl Watt, Shetland

Shadows Of The Empire

BATTLE OF HOTI

0:02:07 Matthew Stevenson, Bournemouth
0:02:46 Magnus Smith, Shetland
0:04:27 Hans Lafeber, The Netherlands
0:04:59 John Lambregts, The Netherlands

ESCAPE FROM ECHO BASE

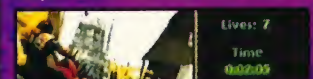
0:03:28 Magnus Smith, Shetland
0:03:52 Matthew Stevenson, Bournemouth
0:04:04 Hans Lafeber, The Netherlands

THE ASTEROID FIELD

0:03:16 Matthew Stevenson, Bournemouth
0:04:00 John Lambregts, The Netherlands
0:04:36 Hans Lafeber, The Netherlands

MOS EISLEY AND BEGGAR'S CANYON

0:02:05 Magnus Smith, Shetland
0:02:49 Matthew Stevenson, Bournemouth
0:04:26 Hans Lafeber, The Netherlands



IMPERIAL FREIGHTER SUPROSA

0:03:13 Hans Lafeber, The Netherlands

SKYHOOK BATTLE

0:06:06 Magnus Smith, Shetland
0:06:50 Matthew Stevenson, Bournemouth

XIZOR'S PALACE

0:06:21 Magnus Smith, Shetland
0:07:50 Hans Lafeber, The Netherlands

Nagano Winter Olympics

BOBSLEIGH

50:46 Jon Quarrie, Stapleford
51:34 Simon Moorhouse, Doncaster
52:60 Peter Bell, Kent
53:85 Stu Heath, Kent

ALPINE SKIING

1:19:91 Jon Quarrie, Stapleford
1:20:13 Simon Moorhouse, Doncaster

SPEED SKATING 1500M

1:48:75 Joe Hamid, Mitcheldee
1:49:19 Jon Quarrie, Stapleford
1:49:86 James Ryland, Yandina, Australia

CHAMPIONSHIP SCORE

1363 pts Jon Quarrie, Stapleford
1338 pts Simon Moorhouse, Doncaster
1465 pts Jan-Erik Spangberg, Sweden

CHAMPIONSHIP MODE			
EVENTS	NAME	PTS	PTS
Snowboard / GS			194
Speed Skating / 500m			200
Snowboard / Halfpipe			250
Stu Jumping / K=120			244
Aerials			197
Bobsleigh			197
Alpine Skiing / OH			183
TOTAL			1465

F-Zero X

SILENCE			
1:05:357	Richard Dunn, New Leake	1:18:639	John Brennan, Bicester
1:12:263	James Eyre, Donington Le Heath	1:22:231	Jon Quarrie, Stapleford
1:13:401	Kevin Seeney, Bury St Edmunds	1:25:055	Charles Nuttall, Oldham
1:14:432	Jeffrey Van Der Aa, The Netherlands		
1:18:637	John Brennan, Bicester		
SILENCE 2			
1:29:615	Richard Dunn, New Leake		
1:41:278	Jeffrey Van Der Aa, The Netherlands		
1:44:364	John Brennan, Bicester		
1:50:559	Charles Nuttall, Oldham		
1:50:639	Jon Quarrie, Stapleford		
BIG HAND			
2:11:377	Richard Dunn, New Leake		
2:13:121	Neil Friedman, Whitefield		
2:18:191	John Brennan, Bicester		
2:40:272	Jeffrey Van Der Aa, The Netherlands		
2:47:776	Charles Nuttall, Oldham		
WHITE LAND			
1:26:437	Richard Dunn, New Leake		
1:41:502	Jeffrey Van Der Aa, The Netherlands		
1:43:918	John Brennan, Bicester		
1:47:591	Jon Quarrie, Stapleford		
1:53:210	Charles Nuttall, Oldham		
WHITE LAND 2			
1:07:148	Richard Dunn, New Leake		
1:15:553	Jeffrey Van Der Aa, The Netherlands		
1:18:480	John Brennan, Bicester		
1:22:041	Jon Quarrie, Stapleford		
1:23:483	Charles Nuttall, Oldham		
RED CANYON			
1:13:313	Richard Dunn, New Leake		
1:19:755	Neil Friedman, Whitefield		
1:21:782	John Brennan, Bicester		
1:28:724	Jeffrey Van Der Aa, The Netherlands		
1:31:930	James Eyre, Donington Le Heath		
RED CANYON 2			
1:26:876	Richard Dunn, New Leake		
1:47:876	Jeffrey Van Der Aa, The Netherlands		
1:49:232	James Eyre, Donington Le Heath		
1:51:680	John Brennan, Bicester		
1:56:243	Jon Quarrie, Stapleford		
BIG BLUE			
1:26:367	Richard Dunn, New Leake		
1:41:535	John Brennan, Bicester		
1:43:191	Jeffrey Van Der Aa, The Netherlands		
1:47:005	Jon Quarrie, Stapleford		
1:53:416	Charles Nuttall, Oldham		
BIG BLUE 2			
1:03:132	Richard Dunn, New Leake		
1:09:176	John Brennan, Bicester		
1:09:395	Neil Friedman, Whitefield		
1:09:891	Jeffrey Van Der Aa, The Netherlands		
1:13:007	Jon Quarrie, Stapleford		
DEVIL'S FOREST			
1:12:321	Richard Dunn, New Leake		
1:23:068	Jeffrey Van Der Aa, The Netherlands		
1:27:144	John Brennan, Bicester		
1:30:556	James Eyre, Donington Le Heath		
1:32:676	John Lambregts, The Netherlands		
DEVIL'S FOREST 2			
1:15:319	Richard Dunn, New Leake		
1:29:666	John Brennan, Bicester		
1:30:729	Jon Quarrie, Stapleford		
1:32:278	James Eyre, Donington Le Heath		
1:33:754	Jeffrey Van Der Aa, The Netherlands		
DEVIL'S FOREST 3			
1:14:348	Richard Dunn, New Leake		
1:24:273	James Eyre, Donington Le Heath		
1:25:460	Jeffrey Van Der Aa, The Netherlands		
1:28:948	John Brennan, Bicester		
1:34:662	Charles Nuttall, Oldham		
SAND OCEAN			
1:04:106	Richard Dunn, New Leake		
1:16:836	Jeffrey Van Der Aa, The Netherlands		

Banjo-Kazooie

MUMBO'S MOUNTAIN			
0:05:28	Kevin Seeney, Bury St Edmunds	0:21:46	John Brennan, Bicester
0:06:30	Danny Dunn, Boston		
0:06:40	Jan-Erik Spangberg, Sweden		
0:08:18	Jon Quarrie, Stapleford		
0:09:49	Ingvar Gunnarsson, Iceland		
TREASURE TROVE COVE			
0:10:50	Jan-Erik Spangberg, Sweden		
0:11:06	Richard Dunn, Boston		
0:12:21	Kevin Seeney, Bury St Edmunds		
0:17:07	Jon Quarrie, Stapleford		
0:18:50	Niall Hickey, Tramore		
MAD MONSTER MANSION			
0:14:15	Jan-Erik Spangberg, Sweden		
0:15:48	Kevin Seeney, Bury St Edmunds		
0:26:09	Ingvar Gunnarsson, Iceland		
BUBBLELOOP SWAMP			
0:15:02	Kevin Seeney, Bury St Edmunds		
0:15:10	Jan-Erik Spangberg, Sweden		
0:21:01	Richard Dunn, Boston		
0:28:04	Ingvar Gunnarsson, Iceland		
0:34:59	John Brennan, Bicester		
CLANKERS CAVERN			
0:08:47	Kevin Seeney, Bury St Edmunds		
0:12:21	Jan-Erik Spangberg, Sweden		
0:13:49	Richard Dunn, Boston		
0:19:52	Ingvar Gunnarsson, Iceland		

CLICK CLOCK WOOD			
0:32:25	Jan-Erik Spangberg, Sweden		
0:43:46	Kevin Seeney, Bury St Edmunds		
RUSTY BUCKET BAY			
0:13:30	Kevin Seeney, Bury St Edmunds		
0:16:14	Jan-Erik Spangberg, Sweden		
0:28:38	Ingvar Gunnarsson, Iceland		
FREEZEZY PEAK			
0:13:34	Kevin Seeney, Bury St Edmunds		
0:15:25	Jan-Erik Spangberg, Sweden		
0:19:40	Richard Dunn, Boston		
0:30:51	Ingvar Gunnarsson, Iceland		
0:43:09	John Brennan, Bicester		
GOBI'S VALLEY			
0:14:44	Kevin Seeney, Bury St Edmunds		
0:15:58	Jan-Erik Spangberg, Sweden		
0:33:23	John Brennan, Bicester		
0:33:25	Iain Russell, Newbury		
GRUNTILDA'S LAIR			
8:06:56	Gautam Rishi, Gerrards Cross		
100 JIGGIES, 900 NOTES			
2:46:17	Kevin Seeney, Bury St Edmunds		
2:53:54	Jan-Erik Spangberg, Sweden		
4:46:00	Ingvar Gunnarsson, Iceland		

WWF Warzone

FASTEST WIN	
0:24	Jon Burrows, Queensland
HIGH SCORES	
	SARAHMUEL STEVE AUSTIN
POINTS	11,888 10,888
NFL CPU	604/1000 (pts.) 381/1000 (pts.)
NFL STREAK	7/7 (78 pts.) 0/0 (0 pts.)
WIN STREAK	4/28 (5290 pts.) 3/91 (3810 pts.)
FASTEST WIN	0:26 (529 pts.) 0:35 (495 pts.)
BLINDFOLDS	361 (3005 pts.) 357 (1785 pts.)
BLINDFOLD HIT	53 (405 pts.) 79 (495 pts.)
BELLS	2 (200 pts.) 2 (200 pts.)

Mischief Makers

49 yellow gems	James Ryland, Australia
47 yellow gems	Robert Gallagher, Southampton

Tetrisphere

RESCUE	
145032800	Jay Scott, Fort-William
107614300	John Lambregts, The Netherlands
82047300	Gavin Brennan, Claremorris
78621700	Barbet Koolmees, Holland
38034300	Zack King, Surrey
PUZZLE	
4:44	Gavin Brennan, Claremorris
SCORES	
	NAME SCORE
JAY	145 032 800
BAILEY	35 000 000
GORD	20 000 000
JAY	11 738 600
BRYAN	10 000 000

1080° Snowboarding

HALF PIPE TRICK ATTACK		CRYSTAL LAKE RACE	
1:03:89	Alan Dundas, Arbroath	1:03:26	Daniel Dunn, Boston
8:55:52	Tim Smith, Prestatyn	1:03:29	Chris Atkins, Wokington
8:50:58	James Morris, Wolverhampton	1:03:29	Jan-Erik Spangberg, Sweden
72846	Gautam Rishi, Gerrards Cross	1:03:36	Chris Johnson, Sutton Coldfield
67769	Jon Quarrie, Stapleford	1:03:85	Ryan Stevenson, Aberystwyth
CRYSTAL LAKE TRICK ATTACK		CRYSTAL PEAK RACE	
90417	Ryan Stevenson, Aberystwyth	1:28:57	Jan-Erik Spangberg, Sweden
74732	Danny Dunn, Boston	1:28:73	Ryan Stevenson, Aberystwyth
65542	Kevin Seeney, Bury St Edmunds	1:28:06	Chris Johnson, Sutton Coldfield
50236	Alan Dundas, Arbroath	1:29:39	Daniel Dunn, Boston
49063	Chris Atkins, Wokington	1:29:82	Chris Atkins, Wokington
CRYSTAL PEAK TRICK ATTACK		GOLDEN FOREST RACE	
89063	Ryan Stevenson, Aberystwyth	1:20:12	Jan-Erik Spangberg, Sweden
66532	Kevin Seeney, Bury St Edmunds	1:21:84	Daniel Dunn, Boston
63994	Daniel Dunn, Boston	1:22:10	Chris Atkins, Wokington
61361	Chris Johnson, Wokington	1:23:75	Chris Johnson, Sutton Coldfield
58229	Chris Johnson, Sutton Coldfield	1:24:84	Karl Watt, Shetland
GOLDEN FOREST TRICK ATTACK		DRAGON CAVE RACE	
76876	Ryan Stevenson, Aberystwyth	1:27:45	Daniel Dunn, Boston
74732	Daniel Dunn, Boston	1:28:70	Chris Atkins, Wokington
59078	Alan Dundas, Arbroath	1:29:33	Jan-Erik Spangberg, Sweden
49156	Chris Johnson, Sutton Coldfield	1:29:66	Chris Johnson, Sutton Coldfield
46918	Kevin Seeney, Bury St Edmunds	1:31:83	Kevin Seeney, Bury St Edmunds
MOUNTAIN VILLAGE TRICK ATTACK		MOUNTAIN VILLAGE RACE	
103773	Ryan Stevenson, Aberystwyth	1:31:14	Chris Atkins, Wokington
84669	Daniel Dunn, Boston	1:31:64	Jan-Erik Spangberg, Sweden
77354	Kevin Seeney, Bury St Edmunds	1:32:43	Adam Charlton, Huntingdon
56577	Philip Ho, Arbroath	1:32:43	Billy Smith, Offord
36826	Steven Dijkerman, The Netherlands	1:32:73	Daniel Dunn, Boston
DEADLY FALL TRICK ATTACK		DEADLY FALL RACE	
133069	Ross Toad, Arbroath	1:09:63	Chris Johnson, Sutton Coldfield
124286	Ryan Stevenson, Aberystwyth	1:09:76	Ryan Stevenson, Aberystwyth
63368	Kevin Seeney, Bury St Edmunds	1:10:22	Chris Atkins, Wokington
50913	Chris Johnson, Sutton Coldfield	1:10:29	Daniel Dunn, Boston
49239	Daniel Dunn, Boston	1:11:77	Kevin Seeney, Bury St Edmunds
DRAGON CAVE TRICK ATTACK		BEST CONTEST SCORE	
94856	Ryan Stevenson, Aberystwyth	214377	Daniel Dunn, Boston
62966	Kevin Seeney, Bury St Edmunds	186274	Ryan Stevenson, Aberystwyth
50321	Chris Atkins, Wokington	159195	Edward Nugent, Reading
47922	Daniel Dunn, Boston	146907	Chris Atkins, Wokington
39054	Alan Dundas, Arbroath	131051	Steven Dijkerman, The Netherlands

Fighter's Destiny

RECORD ATTACK: FASTEST	
0:20:91	Ben Atkinson, Newcastle-Upon-Tyne
0:33:82	Jan-Erik Spangberg, Sweden
RECORD ATTACK: RODEO	
6:58:30	Nicholas Davies, Longfield
5:26:35	Jon Quarrie, Stapleford
2:55:24	Paul Culshaw, Welwyn Garden City
2:18:74	Keith Cooper, Edgbaston
2:17:29	Jeffrey Van Der Aa, Netherlands
RECORD ATTACK: SURVIVAL	
229 wins	Russell Murray, Bournemouth
93 wins	Nicholas Davies, Longfield
63 wins	Paul Culshaw, Welwyn Garden City
47 wins	Martin Thom, Hook

Mario 64

2088 coins	Ingvar Gunnarsson, Iceland
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Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY	
02:19	John Brennan, Bicester
THE SEARCH FOR THE NONNAH	
05:19	John Brennan, Bicester
IMPERIAL CONSTRUCTION YARDS	
02:46	John Brennan, Bicester
RESCUE ON KESSEL	
0:54	John Brennan, Bicester
THE JADE MOON	
2:45	John Brennan, Bicester

Mario Kart 64

LUIGI RACEWAY

01:10:98 Jeffrey Van Der Aa, The Netherlands
01:19:91 Alan Dundas, Arbroath
01:20:14 Charles Nuttall, Oldham
01:21:94 Arthur van Dalen, Netherlands
01:31:30 Taty Luostarinen, Finland

MOO MOO FARM

01:20:51 James Allsopp, Alvaston
01:21:45 Alan Dundas, Arbroath
01:21:71 James Eyre, Coalville
01:21:80 Mick Smith, Worcester
01:22:28 Jamie Eccles, California

KOOPA TROOPA BEACH

01:27:81 Alan Dundas, Arbroath
01:27:99 Ross Toad, Arbroath
01:28:56 Mick Smith, Worcester
01:28:83 Jamie Eccles, California
01:29:27 Edward Peszewski, California, USA

FRAPPE SNOWLAND

00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Kevin Seeneey, Bury St Edmunds
00:31:64

MARIO RACEWAY

00:54:01 Taty Luostarinen, Finland
00:58:30 Mick Smith, Worcester
01:02:65 Rob Pierce, Salisbury
01:04:79 Richard Dunn, Boston
01:07:51 Jan-Erik Spangberg, Sweden

WARIO STADIUM

00:21:22 Richard Dunn, Boston
00:22:03 Rob Pierce, Salisbury
00:22:17 Danny Dunn, Boston
00:23:52 Neil Friedman, Whitefield
00:24:51 Kevin Seeneey, Bury St Edmunds

CHOCO MOUNTAIN

01:29:94 Jeffrey Van Der Aa, The Netherlands
01:32:06 James Allsopp, Alvaston
01:40:71 Rob Pierce, Salisbury
01:44:13 Danny Dunn, Boston
01:47:33 Jamie Eccles, California

ROYAL RACEWAY

01:57:53 Mick Smith, Worcester
02:07:54 Rob Pierce, Salisbury
02:10:06 Danny Dunn, Boston
02:18:70 Kevin Seeneey, Bury St Edmunds
02:21:99 Thomas & Daniel Cruise, Rotherham

KALAMARI DESERT

01:29:45 James Eyre, Donington Le Heath
01:37:22 Alan Dundas, Arbroath
01:46:92 Charles Nuttall, Oldham
02:09:38 Danny Dunn, Boston
02:12:16 Rob Pierce, Salisbury

YOSHI VALLEY

00:35:19 Danny Dunn, Boston
01:13:36 Matthys ten Ham, The Netherlands
01:32:73 Rob Pierce, Salisbury
01:42:95 Jamie Eccles, California
02:00:28 Russell Auld, Lochwinnoch

RAINBOW ROAD

04:07:89 Jamie Eccles, California
04:15:95 Alan Dundas, Arbroath
04:18:57 Charles Nuttall, Oldham
04:40:18 Rob Pierce, Salisbury
04:53:52 Danny Dunn, Boston

BANSHEE BOARDWALK

01:47:28 Arthur Van Dalen, The Netherlands
02:02:06 Alan Dundas, Arbroath
02:04:64 Charles Nuttall, Oldham
02:08:77 Rob Pierce, Salisbury
02:15:97 John Lambregts, The Netherlands

DONKEY KONG'S JUNGLE PARKWAY

00:31:94 Danny Dunn, Boston
00:35:01 Rob Pierce, Salisbury
00:46:29 Richard Dunn, Boston
00:56:32 Kevin Seeneey, Bury St Edmunds
01:18:67 Matthys ten Ham, The Netherlands

SHERBET LAND

01:51:69 James Eyre, Donington Le Heath
01:53:24 Alan Dundas, Arbroath
01:54:32 Jamie Eccles, California
01:59:55 Charles Nuttall, Oldham
01:56:23 Mick Smith, Worcester

BOWSER'S CASTLE

02:04:44 Kenneth Dundas, Arbroath
02:05:77 Jamie Eccles, California
02:09:91 Charles Nuttall, Oldham
02:10:44 James Eyre, Donington Le Heath
02:17:71 Rob Pierce, Salisbury

TOAD TURNPIKE

01:46:63 James Allsopp, Alvaston
01:47:19 Alan Dundas, Arbroath
01:57:79 Danny Dunn, Boston
02:05:37 Aaron Norris, Western Australia
02:14:34 David Dennison, Hertfordshire

Quake 64

MAP 1: THE SUPGATE COMPLEX

0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seeneey, Bury St Edmunds
0:31 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge
0:49 John Brennan, Bicester

MAP 3: THE NECROPOLIS

1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter
1:14 Raymond Burton, Stockbridge
1:17 Kevin Seeneey, Bury St Edmunds

MAP 4: GLOOM KEEP

0:44 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:55 Karl Watt, Shetland
0:56 Raymond Burton, Stockbridge
1:04 Kevin Seeneey, Bury St Edmunds

MAP 5: THE DOOR TO CHTHON

0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

0:27 Karl Watt, Shetland
0:28 Kevin Seeneey, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford
0:35 John Brennan, Bicester

MAP 7: ZIGURAT VERTIGO

1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland
2:41 John Brennan, Bicester

MAP 8: THE OGRE CITADEL

0:58 Raymond Burton, Stockbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland
1:04 Kevin Seeneey, Bury St Edmunds
1:06 John Brennan, Bicester

MAP 9: THE CRYPT OF DECAY

1:18 Raymond Burton, Stockbridge

MAP 10: THE WIZARD'S MANSE

1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford
1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford
2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLIETTE

5:06 Raymond Burton, Stockbridge
5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDEREARTH

0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

1:02 Karl Watt, Shetland
1:05 John Brennan, Bicester
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stockbridge

MAP 14: THE VAULTS OF ZIN

1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester
3:00 Kevin Seeneey, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT

0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stockbridge

MAP 21: THE PALACE OF HATE

0:47 John Brennan, Bicester

MAP 22: THE PAIN MAZE

2:09 John Brennan, Bicester

MAP 23: AZURE AGONY

1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 25: SHUB NIGGURATH'S PIT

0:50 John Brennan, Bicester
0:50 Kevin Seeneey, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Diddy Kong Racing

ANCIENT LAKE

00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster
00:42:65 Thomas Ferrari, Norfolk

FOSSIL CANYON

01:04:03 Keith Boiston, Felling
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands
01:11:83 Richard Dunn, Boston
01:12:81 Thomas Ferrari, Norfolk

JUNGLE FALLS

00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston
00:47:46 Rob Pierce, Salisbury

TREASURE CAVES

00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

WHALE BAY

00:53:01 Keith Boiston, Felling
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, Boston
01:02:11 Raymond Burton, Stockbridge
01:03:25 Kevin Seeneey, Bury St Edmunds

PIRATE LAGOON

01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jon Quarrie, Stapleford
01:13:35 Gavin Brennan, Claremorris



WINDMILL PLAINS

01:33:18 Keith Boiston, Felling
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:52:10 Rob Pierce, Salisbury
01:52:56 Kevin Seeneey, Bury St Edmunds

CRESCENT ISLAND

01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:21:31 Kevin Seeneey, Bury St Edmunds
01:24:90 Jon Quarrie, Stapleford

HOT TOP VOLCANO

01:04:33 Keith Boiston, Felling
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury
01:18:45 Neil Friedman, Whitefield
01:18:61 Jon Quarrie, Stapleford

GREENWOOD VILLAGE

1:22:73 Kevin Seeneey, Bury St Edmunds
1:39:56 John Brennan, Bicester

HAUNTED WOODS

00:51:26 Keith Boiston, Felling
00:54:05 Kevin Seeneey, Bury St Edmunds
00:57:41 Jon Quarrie, Stapleford
01:00:31 Gavin Brennan, Claremorris
01:01:61 Thomas Musgrove, Tasmania

FROSTY VILLAGE

01:19:01 Rob Pierce, Salisbury
01:21:86 Kevin Seeneey, Bury St Edmunds

EVERFROST PEAK

01:30:91 Kevin Seeneey, Bury St Edmunds
01:37:03 Jon Quarrie, Stapleford
01:39:35 Sion Griffiths, Aberystwyth
01:44:81 John Brennan, Bicester

SNOWBALL VALLEY

00:57:62 Kevin Seeneey, Bury St Edmunds
01:01:56 Raymond Burton, Stockbridge
01:07:75 John Brennan, Bicester

BOULDER CANYON

01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, Boston
01:36:30 Kevin Seeneey, Bury St Edmunds
01:40:80 Raymond Burton, Stockbridge

WALRUS COVE

01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Kevin Seeneey, Bury St Edmunds
01:43:36 Kevin Seeneey, Bury St Edmunds

SPACEDUST ALLEY

01:34:51 Danny Dunn, Boston
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seeneey, Bury St Edmunds
01:51:05 Rob Pierce, Salisbury

DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeneey, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden

SPACEPORT ALPHA

01:32:31 Keith Boiston, Felling
01:44:35 Kevin Seeneey, Bury St Edmunds
01:44:60 Danny Dunn, Boston
01:46:23 Rob Pierce, Salisbury
01:49:40 Arthur van Dalen, Netherlands

STAR CITY

01:29:36 Kevin Seeneey, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:32:46 Arthur van Dalen, Netherlands
01:34:88 Stephen Henderson, Upminster

Turok Training Level

2:12 Michael Williams, Exeter
2:44 Ben Webster, Liversedge
2:53 Alan Owen, Chelmsford
2:58 Ingvar Gunnarsson, Iceland
3:02 Jan-Erik Spangberg, Sweden

Chameleon Twist

JUNGLE LAND

0:15 Robert Gallagher, Southampton
0:25 Zack King, Surrey
0:50 Jeffrey Van Der Aa, The Netherlands

ANT LAND

0:27 Robert Gallagher, Southampton

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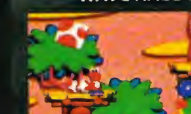
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YOUR CARD UNTIL
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Racing Simul Monaco G

Become the greatest racing driver in the world with this essential guide!

1 TEAM: ELITE

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

2 TEAM: JASPER

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

3 TEAM: WILSON

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

4 TEAM: IZUMI

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

5 TEAM: JACKSON

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

6 TEAM: PEETERS

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

7 TEAM: DOUGLAS

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

8 TEAM: GD SPORTS

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

9 TEAM: MCKINLAY

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

10 TEAM: FIRENZE

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

11 TEAM: NEWTON

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 

Team 

Pilot 

Speed : 

Agressiveness : 

Defensiveness : 

Experience : 



lation rand Prix

Australia

This is the track where your Formula One championship begins, a magnificent circuit which offers a variety of different corners and an average speed of over 200kph. Most of the corners can be taken fairly fast, but it's important to make sure that you keep your car on the track. There is a great deal of open grass and gravel traps dotted around this course, so avoid running wide on the corners or your wheels will pick up debris, temporarily reducing your maximum speed and traction.



▲ This track provides plenty of opportunity for speed.



LOCATION: Melbourne, Australia
LENGTH: 5.301km
LAPS: 58
TOTAL LENGTH: 307.458km

Brazil



LOCATION: Sao Paulo, Brazil
LENGTH: 4.292km
LAPS: 62
TOTAL LENGTH: 266.104km



▲ Be careful not to collide with the opponents when overtaking – your car is fragile!

Round two of the championship takes place in South America. This challenging track has a myriad of difficult corners for you to negotiate and an incredibly fast starting/finishing straight. The best opportunities for safe overtaking you get are along the final stretch of the circuit, but you must allow time for braking into the first turn because it's an extremely sharp one. Once again, try to avoid running wide on any of the corners or you'll find yourself becalmed in the gravel running along the side of the circuit.



▲ The first corner is where the pack usually bunches up. The field thins out soon after.

Argentina

Race three is held at Buenos Aires in Argentina. This track has only recently been included as a Grand Prix circuit after alterations were made to reduce the bumpy track surface. This is a narrow circuit with plenty of slow corners, making overtaking extremely difficult and very hazardous. Qualifying for this race is extremely important as pole position will give you a good chance of winning the Grand Prix. Take care when negotiating the numerous hairpin corners on the circuit as it's very easy to accelerate too quickly and end up sliding across the track and onto the grass.

LOCATION:
Buenos Aires, Argentina
LENGTH: 4.259km
LAPS: 72
TOTAL LENGTH: 306.648km



San Marino

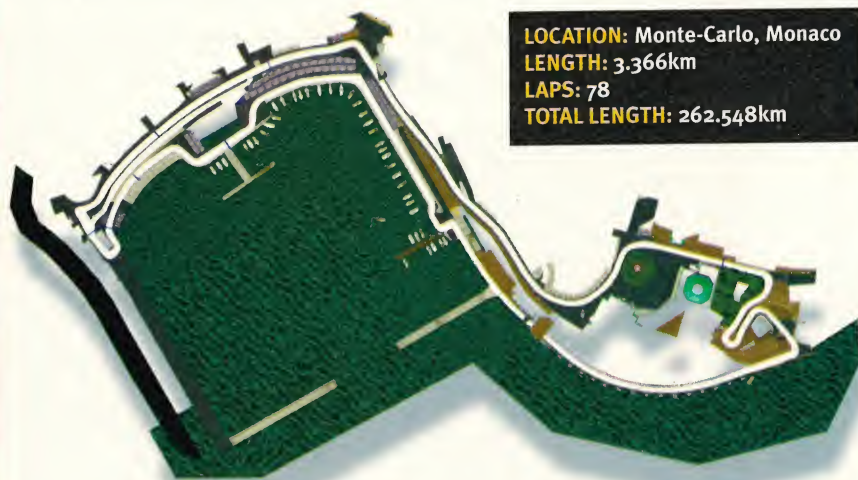
Round four moves you on to Imola, San Marino. This track is infamous for the tragic accident in 1994 when both Ayrton Senna and Roland Ratzenberger lost their lives. Since this accident there have been some alterations made to the circuit with new chicanes added to make the course slightly slower. However, this track is still extremely fast and provides a challenge for all you would-be champions.

LOCATION: Imola, San Marino
LENGTH: 4.930km
LAPS: 62
TOTAL LENGTH: 305.660km



Monaco

Race five takes place in Monaco, the most famous of all race tracks as it is now the only remaining street circuit in the Grand Prix championship. The start is often complete chaos when all drivers want to overtake towards St Devote, a tight right-hand corner which doesn't allow many cars side-by-side. There aren't any real straights here, and as a result the race often resembles a parade because there are so few chances to overtake. Concentration is the key to being successful on this circuit, so take your time and try to avoid crashing into the many barriers around the edges of the track.

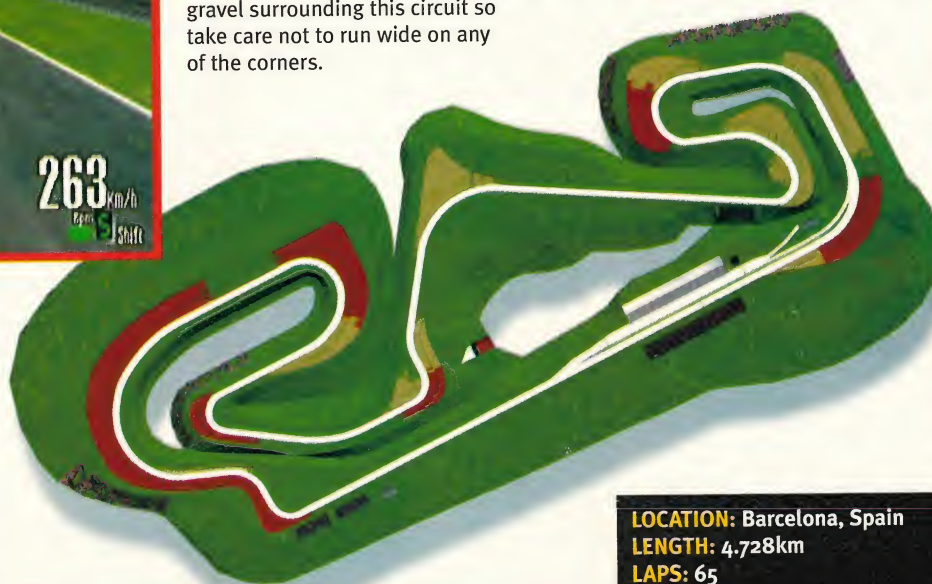


LOCATION: Monte-Carlo, Monaco
LENGTH: 3.366km
LAPS: 78
TOTAL LENGTH: 262.548km



Spain

It's on to round six and the teams move to Barcelona in Spain. This track has loads of sweeping bends and offers drivers very few chances for overtaking. Try to ease off the accelerator in order to make turns on the longer corners and use the start-finish straight to pass as many cars as possible. There's plenty of gravel surrounding this circuit so take care not to run wide on any of the corners.



LOCATION: Barcelona, Spain
LENGTH: 4.728km
LAPS: 65
TOTAL LENGTH: 307.320km

Canada

Round seven takes place in the land of the Mounties – Canada. In the real Grand Prix the circuit is named after the great Gilles Villeneuve – father of Jacques Villeneuve – who won there in 1979. This track is a great all-round circuit with some fast straights and several tight chicanes. You should have no problem overtaking around this circuit, but do be careful not to cut the corners on the chicanes or you'll be shown a black and white flag.

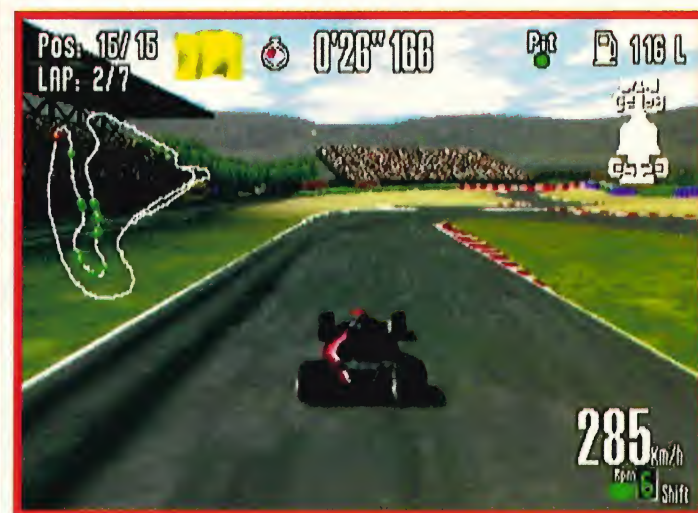


LOCATION: Montreal, Canada
LENGTH: 4.421km
LAPS: 69
TOTAL LENGTH: 305.049km



France

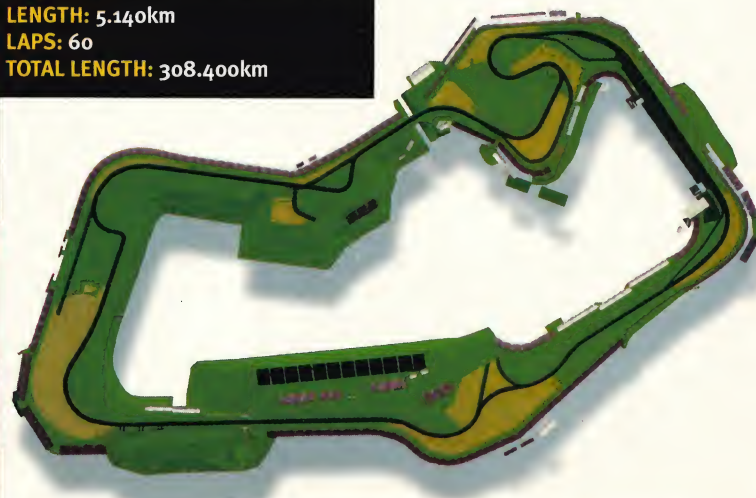
The championship moves to Magny-Cours in France for round eight. This track used to be a club racing track until former French President Mitterand backed a move to transform it into the fantastic circuit it has become today. The modern design combined with a new smoother road surface makes for an excellent race. There are a couple of long straights providing ample opportunity for overtaking and some tight corners with a chicane thrown in to keep things interesting.



Great Britain

Round nine is held at Silverstone in Great Britain. Originally built on an airfield, Silverstone has been home to the British Grand Prix since the 1950s. Damon Hill was very happy after winning his home Grand Prix here in 1994. This is a fast circuit which has a fair number of testing corners to challenge your driving skills. The two straights offer you ample opportunity to overtake, so just take care not to run off the track into the gravel around the sides.

LOCATION: Silverstone, Great Britain
LENGTH: 5.140km
LAPS: 60
TOTAL LENGTH: 308.400km



PLAYING GUIDE

64
MAGAZINE

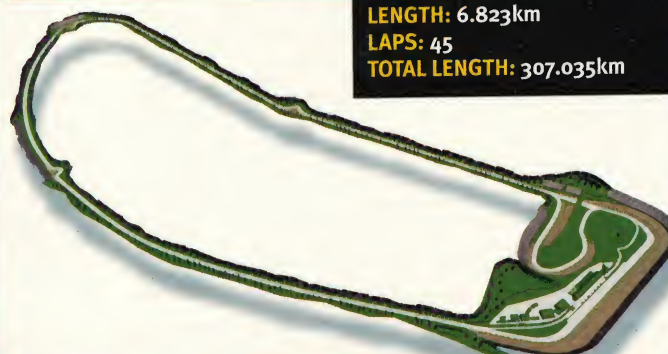


Unfortunately you can't take a short cut over the grass as your wheels will become clogged with debris and slow you down.

LOCATION: Magny-Cours, France
LENGTH: 4.247
LAPS: 72
TOTAL LENGTH: 305.784km



LOCATION: Hockenheim, Germany
LENGTH: 6.823km
LAPS: 45
TOTAL LENGTH: 307.035km



Germany

Round ten is at Hockenheim in Germany, home to the Schumacher brothers and Heinz-Harold Frentzen. Originally this track was a test site for Mercedes, but since being transformed it has become one of the most exciting race tracks anywhere in the world. The fastest in the current championship, this circuit has several tight chicanes which should really test your driving ability. Low downforce is the key to winning this race as the course has four long straights and cars are able to reach maximum speeds of around 350kph.



Once the pack has thinned out sufficiently you'll find it much easier to overtake. F1 racing is a lot like Scalextric, isn't it?

The temptation in this situation is to try and get around the other cars by hitting the sand. Don't do it though!



77

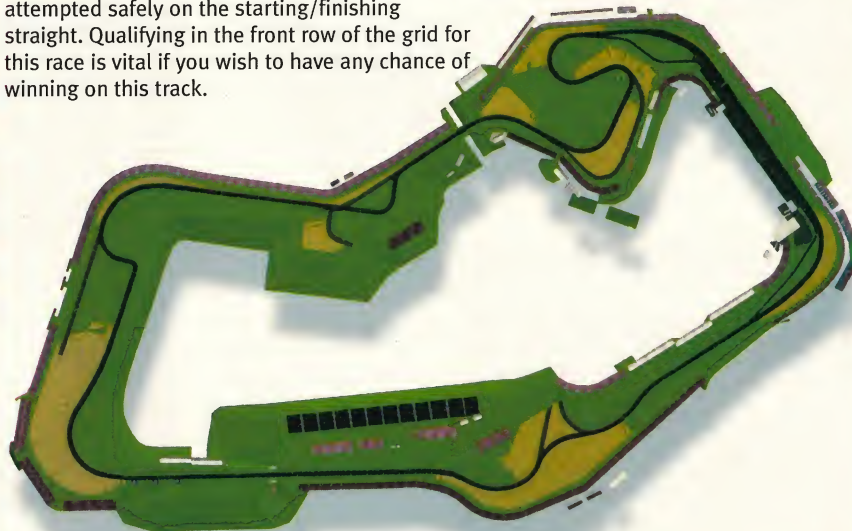




Hungary

LOCATION:
Budapest, Hungary
LENGTH: 3.968km
LAPS: 77
TOTAL LENGTH: 305.536km

Round 11 takes place the Hungaroring in Budapest. This track is set in beautiful surroundings but is rarely used, and the surface can therefore be very dirty. There are lots of tight corners to negotiate and also loads of gravel traps to catch unwary speeding drivers when they overshoot a corner. Overtaking on this circuit is extremely difficult and can only be attempted safely on the starting/finishing straight. Qualifying in the front row of the grid for this race is vital if you wish to have any chance of winning on this track.



LOCATION: Spa-Francorchamps, Belgium
LENGTH: 6.968km
LAPS: 44
TOTAL LENGTH: 306.592km

Belgium

On to round 12 which is held in Belgium. This race track is steeped in history and is ranked as one of the best circuits in the world. A fast circuit with plenty of corners, this track has several places where overtaking can be achieved successfully. Qualifying is vitally important for this race as the first corner is an extremely tight right hairpin and this can sometimes cause a large pile-up of cars all trying to get position. The weather can also be a problem on this race circuit as it nearly always rains at some point over the race weekend.

▶ The striped sections at the side of the track can be cut into if you want to take the best line. Don't stray too far though!

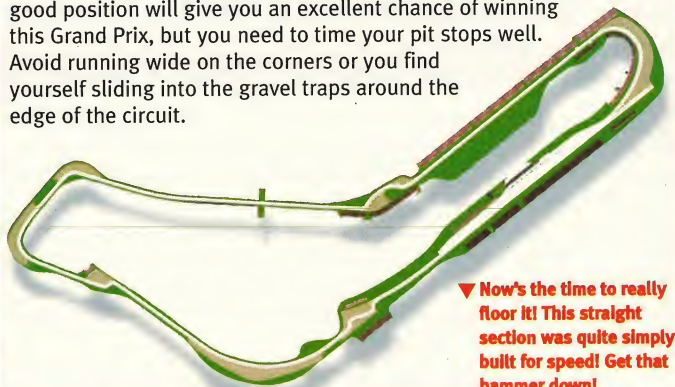




Italy

LOCATION: Milan, Italy
LENGTH: 5.770km
LAPS: 53
TOTAL LENGTH: 305.810km

Round 13 is held at Monza in Italy – a track full with a great history, but also well-known for accidents involving great drivers like Alberto Ascari, Wolfgang von Trips, Jochen Rindt and Ronnie Peterson. This is another fast circuit with a fair number of chicanes to test your cornering skills. Qualifying in a good position will give you an excellent chance of winning this Grand Prix, but you need to time your pit stops well. Avoid running wide on the corners or you find yourself sliding into the gravel traps around the edge of the circuit.



▼ Now's the time to really floor it! This straight section was quite simply built for speed! Get that hammer down!



Austria

Round 14 moves on to the A1-Ring in Austria. This track is very much a stop-go circuit with a couple of long straights and plenty of tight corners. Qualifying is once again important at this venue as the first turn is an extremely sharp right and good track position gives you an advantage over the other drivers. Make sure that you brake in plenty of time for the two hairpin corners as the gravel traps surrounding this track are particularly deep and it can take some time to get back on the track after a slide.

LOCATION: A1-Ring, Austria
LENGTH: 4.323km
LAPS: 71
TOTAL LENGTH: 306.933km



▼ You can't just keep the throttle open all the time in this game; you need to make strategic use of the brakes.

▼ If you're not sure of how to take the corners, follow the tyre marks on the track surface and you'll do okay.



Luxembourg

LOCATION: Nurburgring, Luxembourg

LENGTH: 4.556km

LAPS: 67

TOTAL LENGTH: 305.252km



Nurburgring is the setting for round 15, which is actually situated in Germany but plays host to the Luxembourg Grand Prix. This track has been changed since a horrific accident here in 1976 involving one of the greatest racing drivers in history, Nicki Lauda. The circuit is full of corners with a couple of straights that allow restricted overtaking. Qualifying is once again important if you wish to win, as is a good pit strategy and a high average speed. This course has some of the largest gravel traps in the championship, which you should avoid at all costs.



Japan

LOCATION: Suzuka, Japan

LENGTH: 5.864km

LAPS: 53

TOTAL LENGTH: 310.792km



▶ This is no time to wave to the crowd, mate – you're lagging well behind!



Zelda says: **Throw out Mario!**
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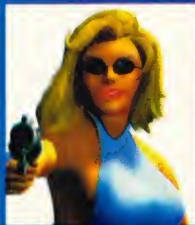
Vigilante 8

Part One of the complete guide!

Everybody get funky! Those big-haired, big-flared, medallion-wearing Seventies groovesters are getting set to kick automotive ass in Activision's top shoot-'em-up. If you want to kick it to the Man, then mellow out with our blast-tastic guide!

VIGILANTES

Chassey Blue



VEHICLE
'67 Rattler



STATISTICS (/20)
Speed: 16
Armour: 8
Tracking Avoidance: 13
Overall: 12

Sheila



VEHICLE
'74 Strider



STATISTICS (/20)
Speed: 8
Armour: 5
Tracking Avoidance: 20
Overall: 11

Slick Clyde



VEHICLE
'70 Clydesdale



STATISTICS (/20)
Speed: 15
Armour: 13
Tracking Avoidance: 9
Overall: 12

John Torque



VEHICLE
'69 Lincoln



STATISTICS (/20)
Speed: 13
Armour: 6
Tracking Avoidance: 10
Overall: 9

Dave



VEHICLE
'70 Van



STATISTICS (/20)
Speed: 9
Armour: 14
Tracking Avoidance: 10
Overall: 11

Convoy



VEHICLE
'72 Moth Truck



STATISTICS (/20)
Speed: 12
Armour: 17
Tracking Avoidance: 5
Overall: 11

STANDARD WEAPONS

The best way to take out the trash is to blow it up! Use the special weapons to gain the advantage.



INTERCEPTOR MISSILES

Select a target and fire – it'll home in on your enemy relentlessly!



SPECIAL #1 (HALO DECOY)

To fire: Up, Down, Up, Z
Decoys enemy tracking away from you.



SPECIAL #2 (Afterburner)

To fire: Up, Up, Up, Z
Gives you a brief but huge speed boost!



BULL'S EYE ROCKETS

Basic rockets that only fire straight ahead, but pack quite a punch.



SPECIAL #1 (Road Runner)

To fire: Up, Down, Down, Z
Sends enemies out of control!



SPECIAL #2 (Stampede)

To fire: Up, Down, Up, Z
Fires five rockets in a rapid salvo.



SKY HAMMER

An alien-derived weapon that fires homing mortar rounds.



SPECIAL #1 (Turtle Turnover)

To fire: Down, Down, Down, Z
Flips enemies over in the air.



SPECIAL #2 (Crater Maker)

To fire: Down, Down, Up, Z
Blasts a huge crater in the ground!

COYOTES



MOSQUITO MACHINE GUN

Every car comes equipped with one of these rapid-firing machine guns.



BRUISER CANNON

An automatically tracking turret that fires tank shells.



SPECIAL #1 (Cow Puncher)

To fire: Down, Up, Down, Z
Rolls its victims over.



SPECIAL #2 (Buckshot)

To fire: Down, Up, Up, Z
Fires six shells in one huge blast.



ROADKILL MINES

The least useful weapon, but better than nothing!



SPECIAL #1 (Bear Hug)

To fire: Left, Right, Down, Z
Sucks in cars and holds them in place.



SPECIAL #2 (Cactus Patch)

To fire: Left, Right, Up, Z
Combines mines into a scatter weapon!

CRATES



GREEN CRATE

Contains a Special Weapon. They're always worth having!



BROWN CRATE SURPRISE

Contains any standard weapon or a Special Weapon.

POWER-UPS

In addition to all you hip cats kicking butt with a multitude of weapons, you can also collect some groovy power-ups.



SHIELD

This force-field will protect your vehicle against damage for a limited time.



RADAR JAMMER

Your enemies' radar and homing devices will be jammed for a limited time.



WEAPON UPGRADE

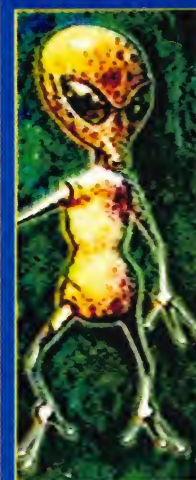
Double whammy – it doubles the damage of any weapon fired for a limited time.



REPAIR WRENCH

If you get in a bit of a fix, then this cool tool will repair all partial damage.

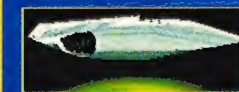
MYSTERY CHARACTER



'Y' THE ALIEN

To play as Y, you need to unlock the first two secret missions in Quest mode.

VEHICLE



STATISTICS (/20)

Speed: 20
Armour: 15
Tracking Avoidance: 5
Overall: 13

Loki



VEHICLE

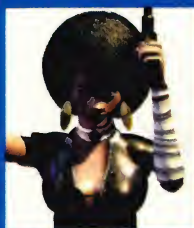
'73 Glenn 4x4



STATISTICS (/20)

Speed: 8
Armour: 10
Tracking Avoidance: 17
Overall: 12

Houston 3



VEHICLE

'75 Palamino



STATISTICS (/20)

Speed: 18
Armour: 11
Tracking Avoidance: 10
Overall: 13

Boogie



VEHICLE

'76 Leprechaun



STATISTICS (/20)

Speed: 9
Armour: 8
Tracking Avoidance: 17
Overall: 11

Beezwax



VEHICLE

'70 Stag Pickup



STATISTICS (/20)

Speed: 7
Armour: 14
Tracking Avoidance: 13
Overall: 11

Molo



VEHICLE

'66 School Bus



STATISTICS (/20)

Speed: 5
Armour: 20
Tracking Avoidance: 6
Overall: 10

Sid Burn



VEHICLE

'69 Manta



STATISTICS (/20)

Speed: 20
Armour: 11
Tracking Avoidance: 7
Overall: 13

OIL FIELDS

NEW MEXICO

Dirty industrial oil refineries, made dangerous by flame jets and tumbling oil tanks.




AIRCRAFT GRAVEYARD

ARIZONA

A repository for used aircraft out in the desert. Watch out for bombing runs from still-active planes!



MAP KEY:

Pink - Special only, Cyan - Any weapon, Yellow - Any power-up, Grey - Any weapon or power-up, Blue - Special or any weapon
One-time predetermined weapons or power-ups are marked with 'X', colour-coded as above. The wrench is pictured as an icon.
Red Triangle - Start point of player one in Arcade mode. In Canyonlands, the direction of the  arrow indicates the way the boulders will fall.

GHOST TOWN

NEW MEXICO

Not only have all the clubs been closed down, but there's a train trundling around the tracks and a tornado wafting around the town's outskirts!



HOOVER DAM

ARIZONA/NEVADA

Try not to get wet – if you get too much water in your engine, it'll stall and leave you helpless!



VALLEY FARMS

CALIFORNIA

It's often said that California's full of fruits, and this orange grove proves it. With deadly windmills, exploding silos and tidal waves, it's not as peaceful as it looks!



CASINO CITY

NEVADA

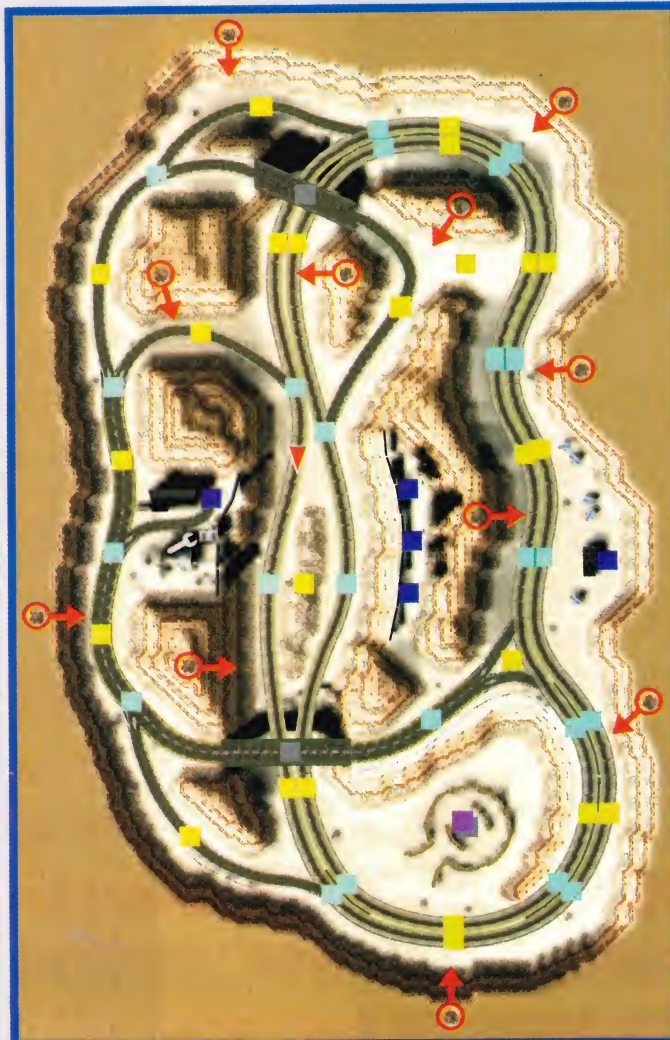
There's no time to gamble away your life savings when there are buildings to blow up and airships to hijack! Just don't let the bright lights dazzle you.



CANYONLANDS

UTAH

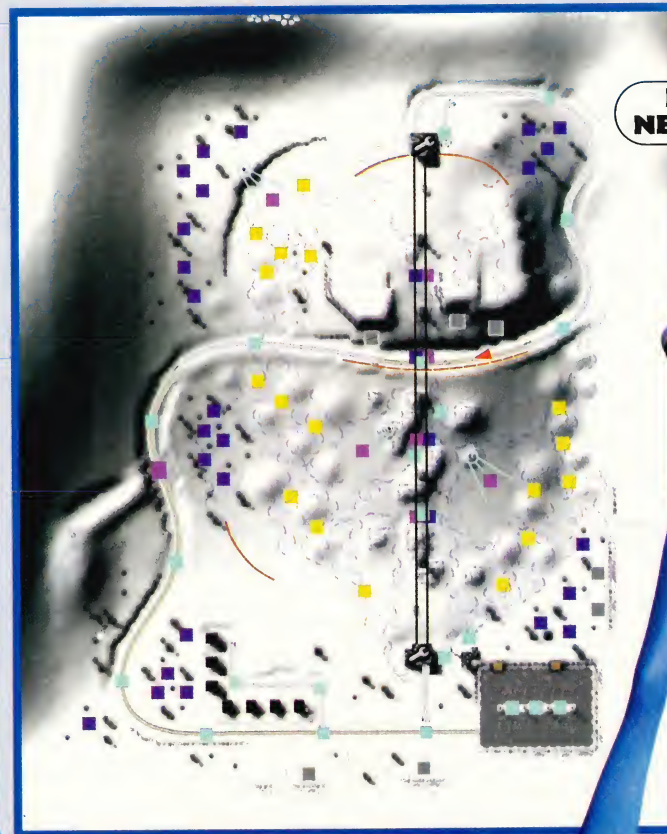
The roads that wind around this track are lined with precariously-balanced boulders. Don't let them roll over you!



SKI RESORT

COLORADO

Avalanches are a danger on this snowy slope – unless you know the path they'll take, in which case you can sweep away your enemies!



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NEXT ISSUE!



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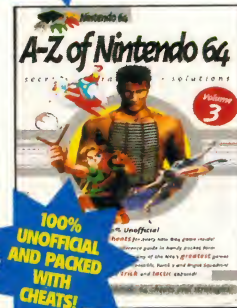
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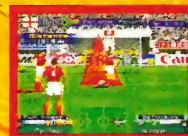
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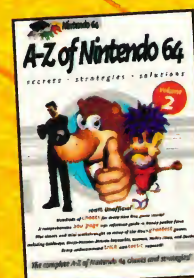
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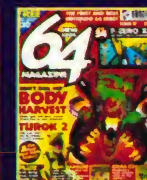
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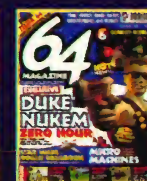
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nindex

The complete guide to every N64 game ever reviewed!

Welcome to the new-look Nindex! Regular readers will instantly spot some changes to these pages – we've redesigned them to take up less space in the magazine while being more informative than ever!

If you want to get the lowdown on any N64 game that's been covered in a previous issue, then this is your one-stop buyers' guide. The Nindex is updated every month, and from now on we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info, this is where to look!

NINDEX KEY

Game Name	Self-explanatory, really!
Company	The company that sells it
Players 	How many players can take part?
Memory 	Does it make use of the Controller Pak?
Rumble Pak 	Does it make use of the Rumble Pak?
Expansion Pak 	Does it make use of the Expansion Pak?
UK Game 	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE DESCRIPTION

ADVENTURE	Games involving exploration and problem-solving
BEAT-'EM-UP	Fighting games, rather obviously!
PARTY/PUZZLER	Designed for multiple players, or a brain teaser
PLATFORM	Games that involve precise jumps and acrobatics
RACING	Mostly (but not always) involving cars racing each other
SHOOT-'EM-UP	The main objective? Kill 'em all!
SPORTS	Football, basketball, American football, golf... whatever you're into
STRATEGY/SIMULATION	Games that test your brain rather than your reflexes

Game Name	Company	Icons	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2 ● ● ●	17	82%	The best snowboarding game on any machine!
Aero Fighters Assault	Video System	1-2 ● ● ●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2 ● ● ●	15	40%	Slow and unplayable Wipeout ripoff.
Airboarder	Human	1-2 ● ● ●	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4 ● ● ●	16	84%	Good but bugged hi-res baseball game.
All-Star Tennis '99	Ubi Soft	1-4 ● ● ●	24	70%	Not entirely successful 'real' tennis game.
Art Of Fighting Twin	Culture Brain	1-2 ● ● ●	10	72%	Reasonable knock-off of Virtua Fighter 2.
Augusta Masters '98	T&E Soft	1-4 ● ● ●	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4 ● ● ●	8	68%	Four-player racer, but not realistic or thrilling
Banjo-Kazooie	Nintendo	1 ● ● ●	16	95%	Excellent (if slightly easy) adventure.
Beetle Adventure Racing	EA	1-4 ● ● ●	25	92%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2 ● ● ●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1 ● ● ●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Body Harvest	Gremlin	1 ● ● ●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4 ● ● ●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1 ● ● ●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4 ● ● ●	12	65%	Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2 ● ● ●	18	84%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2 ● ● ●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4 ● ● ●	22	90%	As BAM2, but now for four players!
Castlevania	Konami	1 ● ● ●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Chameleon Twist	Ocean	1-4 ● ● ●	10	64%	Simple and easy tongue-oriented platformer.
Chameleon Twist 2	Sunsoft	1 ● ● ●	23	75%	More of the same, and still too easy.
Chopper Attack	GT Interactive	1 ● ● ●	18	70%	Plodding Desert Strike-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2 ● ● ●	8	8%	The worst game on the N64! It's rubbish!
Cruis'n USA	Nintendo	1-2 ● ● ●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4 ● ● ●	18	24%	A sequel that's nearly as bad as the original!
Dark Rift	Vic Tokai	1-2 ● ● ●	4	47%	Bland and derivative fighter offering nothing exciting.
Diddy Kong Racing	Rare	1-4 ● ● ●	7	86%	Fun mix of racing and exploration.

OUR TOP TEN

1: ZELDA



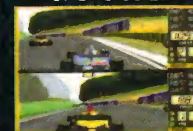
2: GOLDENEYE



3: ISS '98



4: F-1 WGP



5: BANJO-KAZOOIE



6: MARIO 64



7: ROGUE SQUADRON



8: F-ZERO X



9: VIGILANTE 8



10: BEETLE RACING



TOY WARS



Height 166mm
Weight 95g
Pose Macho
Expression Sneering
Main Weapon Silenced MP-5
Backup Weapon Rambo Knife
Joints 12
Mates None
Enemies Pigcop, Battlord
Playwithability 9/10

In which we pit licensed videogame characters against each other in a John Woo-style face-to-face battle. Who will survive, and what will be left of them?

Height 179mm
Weight 91g
Pose Belly Flop
Expression Goofy
Main Weapon Big Fat Arse
Backup Weapon Flying Cap
Joints None (Floppy)
Loads
Bowser, Wario, Kong
Playwithability 3/10

BEANIE MARIO



Height
Weight
Pose
Expression
Main Weapon
Backup Weapon
Joints
Mates
Enemies
Playwithability

AND THE WINNER IS...

Duke Nukem - he beats the stuffing out of the do-nothing Mario!

64 TOP SHOOT-'EM-UPS



- 1 Goldeneye 95%
- 2 Star Wars: Rogue Squadron 92%
- 3 Vigilante 8 90%
- 4 Turok 2 90%
- 5 Lylat Wars 87%

64 TOP FIGHTING GAMES



- 1 Smash Brothers 87%
- 2 WWF Warzone 86%
- 3 Mortal Kombat 4 86%
- 4 WCW Vs NWO Revenge 85%
- 5 Bio Frenks 82%

Game Name	Company	Icons	Issue	Score	Comment
Doom 64	GT Interactive	1 ● ● ● ● ●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1 ● ● ● ● ●	3	30%	Snoozesome Japanese Mario clone for kids.
Dual Heroes	Hudson	2 ● ● ● ● ●	9	18%	Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4 ● ● ● ● ●	7	81%	Good conversion of the PC one-linerthon.
Extreme G	Acclaim	1-4 ● ● ● ● ●	7	80%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2 ● ● ● ● ●	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2 ● ● ● ● ●	18	94%	Excellent, though very hard, Formula 1 simulation.
FIFA 64	EA Sports	1-4 ● ● ● ● ●	2	19%	A travesty of the Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4 ● ● ● ● ●	24	91%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4 ● ● ● ● ●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2 ● ● ● ● ●	11	80%	One of the better N64 fighters.
Forsaken	Acclaim	1-4 ● ● ● ● ●	14	86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4 ● ● ● ● ●	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2 ● ● ● ● ●	21	62%	Jerky, mediocre game with a fighter creation mode.
Gex: Enter The Gecko	GT Interactive	1 ● ● ● ● ●	18	80%	Lizardly platformer that spoofs films and TV shows.
The Glory Of St Andrews	Seta	1-4 ● ● ● ● ●	3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1 ● ● ● ● ●	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2 ● ● ● ● ●	24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4 ● ● ● ● ●	5	95%	The best multiplayer game on N64! Great for lone players, too.
GT 64	Ocean	1-2 ● ● ● ● ●	16	64%	Clunky, unrealistic and dull racing game.
Hexen	GT Interactive	1-4 ● ● ● ● ●	5	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1 ● ● ● ● ●	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Iggy's Reckin' Balls	Acclaim	1-4 ● ● ● ● ●	17	83%	Odd mix of racer and platformer that's quite good fun.
ISS 64	Konami	1-4 ● ● ● ● ●	3	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4 ● ● ● ● ●	18	95%	The best football game ever. Fact!
J-League Dynamite Soccer	Imagineer	1-4 ● ● ● ● ●	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4 ● ● ● ● ●	8	60%	Another J-League game with comedy players.
Jeopardy!	Take 2	1-3 ● ● ● ● ●	14	30%	Pathetic attempt to bring an American game show to N64.

TEST OF TIME



A brand-new regular feature! Wow, aren't you the lucky ones.

Anyway, we're seeing how older games stand up. This time, we're looking at a trio of titles from issue 20. Any cop?



BODY HARVEST

Gremlin • £49.99 • Original Rating: 85%

It's not that great to look at, but it's still got more depth than the Marianas Trench. However, the infrequency of the restart points means you have to go over a lot of old ground if you die – very frustrating indeed in the long term.

82%



NASCAR '99

EA Sports • £49.99 • Original Rating: 64%

Not terribly good even when it came out, and six months haven't done it any favours. If you want a good realistic racer, get either *F-1 World Grand Prix* or *Racing Simulation*. If you want mind-numbing tedium, give *NASCAR '99* a try.

52%



GLOVER

Hasbro • £49.99 • Original Rating: 85%

A quirky platform puzzler that unfortunately has been overlooked by most, on account of its cutesy nature and lack of a big name. But it's definitely worth a second look, because it's both a little different from the norm, and challenging.

85%

Game Name	Company		Issue	Score	Comment
John Madden 64	EA Sports	1-4 ● ● ●	8	76%	Syrup-sporting American football game.
Killer Instinct Gold	Nintendo	1-2 ● ● ●	3	70%	Rare-produced fighter where button-hammering beats skill.
Knife Edge	THE Games	1-4 ● ● ●	22	26%	Mind-numbingly boring on-rails shooter.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1 ● ● ● ●	21	98%	Nintendo's tour de force – one of the best games ever written!
Let's Smash	Hudson	1-4 ● ● ● ●	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4 ● ● ● ●	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2 ● ● ● ●	7	70%	Run-of-the-mill medieval fighter.
Magical Tetris Challenge	Capcom	1-2 ● ● ● ●	24	65%	Tetris with Mickey Mouse. Stunning.
Mario Kart 64	Nintendo	1-4 ● ● ● ●	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4 ● ● ● ●	24	80%	Fun but simple multiplayer party game.
Micro Machines 64 Turbo	Codemasters	1-8 ● ● ● ●	23	91%	Superb eight-player (yes, eight) party racing game.
Mischief Makers	Nintendo	1 ● ● ● ● ●	7	82%	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1 ● ● ● ● ●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1 ● ● ● ● ●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Mortal Kombat 4	GT Interactive	1-2 ● ● ● ● ●	19	86%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2 ● ● ● ● ●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2 ● ● ● ● ●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 ● ● ● ● ●	13	83%	Wacky RPG/platformer set in a comedy ancient Japan.
NASCAR '99	EA Sports	1-2 ● ● ● ● ●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4 ● ● ● ● ●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4 ● ● ● ● ●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4 ● ● ● ● ●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA Jam '99	Acclaim	1-4 ● ● ● ● ●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Live '99	EA Sports	1-4 ● ● ● ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ● ● ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NFL Blitz	GT Interactive	1-2 ● ● ● ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4 ● ● ● ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ● ● ●	21	89%	Updated and improved version of NFL QBC '98.

64 TOP ADVENTURE GAMES



- 1 Zelda 98%
- 2 Silicon Valley 87%
- 3 Castlevania 85%
- 4 Mystical Ninja 83%
- 5 Shadows Of The Empire 58%

64 TOP PLATFORM GAMES



- 1 Banjo-Kazooie 95%
- 2 Super Mario 64 92%
- 3 Glover 85%
- 4 Mischief Makers 82%
- 5 Gex: Enter The Gecko 80%

BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun, we heartily recommend that you get yourself a full set of these.



Formula Race Pro

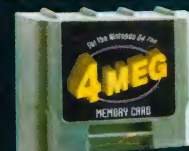
THRUSTMASTER • £69.99

Expensive, yes, but one of the best full-size steering wheels on the market. The Race Pro has a unique moulded underside that lets you put it in your lap instead of taking up valuable table space.

4 Meg Memory Card

DATTEL • £29.99

Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.



Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to F-1 World Grand Prix, so if you're a Formula 1 addict, this is the one for you!



64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 Beetle Adventure Racing 92%
- 3 Micro Machines 64 Turbo 91%
- 4 F-Zero X 90%
- 5 Racing Simulation: Monaco GP 87%

64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 ISS 64 93%
- 3 FIFA '99 91%
- 4 Let's Smash 90%
- 5 NFL Quarterback Club '99 89%

Game Name	Company	Icons	Issue	Score	Comment
NHL '99	EA Sports	1-4 ● ● ●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4 ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1 ●	24	55%	Dog-rough attempt at a horror game.
Off-Road Challenge	GT Interactive	1-2 ● ● ●	17	27%	Based on Cruis'n USA, and nearly as bad!
Olympic Hockey '98	GT Interactive	1-4 ● ● ●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Penny Racers	THQ	1-4 ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Pilotwings 64	Nintendo	1 ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pocket Monsters Stadium	Nintendo	1-4 ●	19	46%	Cute-but-dull fantasy animal fighter, intended for young kids.
Puyo Puyo Sun 64	Compile	1-2	8	87%	Simple but horrible addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4 ●	16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2 ● ● ●	13	82%	Slightly disappointing PC conversion, which only supports two players.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ●	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rakuga Kids	Konami	1-2 ●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage World Tour	GT Interactive	1-3 ● ● ●	13	50%	Boring conversion of a dull old arcade game.
Robotron 64	GT Interactive	1-2 ●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2 ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4 ● ● ●	21	87%	Good multiplayer racer, but doesn't have many tracks.
Shadows Of The Empire	Nintendo	1 ●	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) subgames.
Sim City 2000	Imagineer	1 ●	12	60%	Japanese text-filled vesion of the old PC game.
Smash Brothers	Nintendo	1-4	24	87%	Mario and friends hit each other. Top four-player fun.
Snowboard Kids	THE Games	1-4 ● ● ●	11	83%	Fun comedic snowboard game with lots of special weapons.
South Park	Acclaim	1-4 ● ● ● ●	23	73%	Iffy fast-buck licence based on the Turok 2 game engine.
Space Station: Silicon Valley	Take 2	1 ●	20	87%	Bizarre but engrossing adventure full of robot animals.
Starshot: Space Circus Fever	Infogrames	1 ●	25	44%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1 ●	17	65%	Poor try to do an R-Type/Axelay shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1 ● ● ●	23	92%	Superb Star Wars combat game, but can get slightly repetitive.

64 MAG'S MOST WANTED



PERFECT DARK

The game that everybody is most looking forward to, according to our Reader Awards this issue! We would sacrifice parts of Roy's anatomy to get our hands on this shooter early!



DONKEY KONG 64

What, another Rare game? 'Fraid so, but they do have the most damnable habit of creating games that people actually want to play! The big chimp's new game is due for Christmas – too long!



EPISODE 1 RACER

So it looks rather like *Wipeout*. Big deal! It's *Star Wars*, and that's all that matters. We're all *Star Wars* fans here, and think anyone who isn't is automatically evil and must perish.








F-1 WGP 2

The first *F-1 World Grand Prix* game was fantastic (94%, sez us) and we've got every reason to believe that its sequel, due out this summer, will be even better.



METROID 64

Tentatively confirmed by Nintendo this very issue, the continuing adventures of babe-in-battlesuit Samus Aran have been eagerly anticipated since the N64 first came out!

Game Name	Company	    	Issue	Score	Comment	
Super Mario 64	Nintendo	1	●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2	●	20	49%	Useless giant robot fighter.
Tamagotchi World	Bandai	1-4		11	66%	Japanese board game based on Tamagotchis.
Tetrisphere	Nintendo	1-2	●	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D.
Top Gear Overdrive	THE Games	1-4	●	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2	● ●	7	80%	Good racing game with excellent car handling.
Turok 2: Seeds Of Evil	Acclaim	1-4	● ● ● ●	21	90%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1	●	1	70%	First in the series, plagued by fogging and annoying platform bits.
Vigilante 8	Activision	1-4	● ● ● ●	25	90%	Aggressive car-based battle game set in the Seventies.
Twisted Edge Snowboarding	Kemco	1-2	● ●	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2	●	21	69%	Poor conversion of a good PlayStation game.
Virtual Chess	Titus	1-2	●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4	●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2	●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	●	1	83%	Excellent jetski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3-D Hockey	GT Interactive	1-4	●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3-D Hockey '98	GT Interactive	1-4	●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	● ●	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4	● ●	20	85%	Update of WCW Vs NWO World Tour; slightly better.
Wetrix	Ocean	1-2	●	16	86%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3	●	10	30%	Pathetic, Jenny Powell-free US version.
Wipeout 64	Midway	1-4	● ●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	●	14	86%	Yet another update of FIFA.
World Soccer 3	Konami	1-4	●	9	86%	Japanese version of ISS 64.
WWF Warzone	Acclaim	1-4	● ●	17	86%	The best wrestling game on N64 – just.
XG2	Acclaim	1-4	● ●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Yoshi's Story	Nintendo	1	●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Wetrix 86%
- 5 Mario Party 80%

64 TOP STRATEGY/SIMULATION GAMES



- 1 Blast Corps 80%
- 2 Pilotwings 76%
- 3 Virtual Chess 65%



EXPANSION PAK GAMES

OUT NOW

Star Wars: Rogue Squadron
Turok 2: Seeds Of Evil
South Park
Vigilante 8
NFL Quarterback Club '99
Top Gear Overdrive



COMING SOON

World Driver Championship
Hybrid Heaven
Perfect Dark
Duke Nukem: Zero Hour
Michael Owen's Soccer
Rayman 2
Shadowman
Armorines
Winback
Quake 2
All-Star Baseball 2000
Army Men: Sarge's Heroes
Ken Griffey's Slugfest

If you want to take N64 gaming to the next level, then you'll need to lay your grubbies on the Nintendo Expansion Pak! Costing £29.99, this little gizmo plugs into the front of your N64 and enhances its performance no end. Improved graphics, better AI – you'll wonder how you managed without one!

JET FORCE GEMINI

Rare's new game exposed – all the gun-toting twin and flying dog facts you need to know!

PLUS: Duke Nukem: Zero Hour, Armorines, Tonic Trouble, Goemon 2, Shadowgate, F-1 WGP 2 and loads more!

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Dead pool this issue: Um Jamna Lammy for its duck noises; LucasArts for the screenshot embargo; companies in general for not releasing enough games; Gordon 'end MIRAS' Brown.

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